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HIGH CONCEPT:

SONIC EXTREME is a fast paced series of extreme sports events that comprise the SONIC WORLD EXTREME SPORTS TOURNAMENT. Each event takes traditional extreme sports events like skateboarding, sky surfing, or snow boarding and mixes in a liberal dose of the elements that players love about Sonic games: speed, compelling level design, smooth controls, fantastic environments, and a wide variety of gameplay interactions. The tournament's competitors are teams made up of key characters from the Sonic universe: Sonic, Tails, Shadow, Knuckles, etc. The goal of the tournament is to place first in all the events in order to win a grand prize of valuable CHAOS EMERALDS.

- Sonic Extreme merges the fantastic universe of Sonic the Hedgehog with exciting extreme sports gameplay. With such a wide variety of extreme sports types, the game will attract sports enthusiasts while the diverse array of environments and gameplay mechanics will challenge all types of players.

- The extreme sports categories will cover familiar disciplines like snowboarding and skateboarding while introducing new extreme sport types like skyboarding, hang gliding and dirtboarding.

- Simple trick configurations are accessible to beginning players while more advanced tricks can be performed through combining these same tricks with various gameplay and environmental elements. The emphasis on the gameplay will be more arcade-like and less simulation.

- 10 unique environments with 20 diverse courses offer a variety of level goals that will keep players engaged in unlocking all the game's secrets. Accomplishing these goals allow the player to gain new skills.

- 2 players can play a variety of competitive multiplayer games. The games will be single screen, turn based.

- Sonic Extreme offers the player hours of diverse gameplay that will challenge them in new ways while keeping true to Sonic's core characteristics and gameplay.

CHARACTERS:

There are four Sonic Extreme teams comprising all of the major Sonic characters. Each character within a team has different statistics giving a better feel of both balance and advantage / disadvantage on a team per team basis. The statistics are all static and this is how they work:

BOARD BASED SPORTS:

The board based sports are: Hoverboarding, Snowboarding, and Dirtboarding.

- **SPEED:** Speed is a combination of two parameters. The first is how long it takes the player to reach a maximum speed. This is a timed parameter. The second is how fast the player can ultimately go. This is a set parameter. STOP ->TIME ->TOP SPEED or TIME / TOP SPEED. The TOP SPEED is in meters per second. The TIME is in seconds.

- **JUMP:** This is how high the player can jump. This height is also a byproduct of the player's speed at the time of the jump. Any speed combined with a jump adds distance as well as height. HEIGHT = JUMP + SPEED. MIN HEIGHT = JUMP + 0. MAX HEIGHT = JUMP + TOP SPEED. The JUMP is in meters vertically. The TOP SPEED is based on the SPEED.

- **BALANCE:** How long it takes the player to begin to lose balance. This is measured in time. The shorter the amount of time, the more quickly the player will have to compensate for losing balance. The longer the time, the better the balance. BALACE is measured in seconds.

- **SPECIAL:** The point value for activating the Special state for the player. Subsequent point values are calculated as follows: COUNTER = COUNTER + 1. SPECIAL = SPECIAL X COUNTER. Every time the player is able to reach a SPECIAL with their score, they go into special move mode which enables them to perform special tricks for a set amount of time or until they crash or lose a life. While in effect, there will be a special piece of music playing and a graphic in the H.U.D. The graphic will begin to flicker on and off before the special times out.

AIR BASED SPORTS:

The air based sports are: Hang Gliding and Skysurfing.

- **WEIGHT:** How much the player weighs. This will affect their speed and braking. Weight is represented by a factor from 1 to 10 (1 being lightest and 10 being the heaviest).

- **SPEED:** The player's character speed has a constant rate of descent since the player is in the air. However different factors (pickups, gameplay elements environmental elements) can cause the player to slow down. SPEED + SPEED / WEIGHT

- **BRAKE:** How long it takes the player to brake and reach a minimum speed. This is affected by speed and weight. A player cannot normally come to a complete stop unless they are under the influence of a pickup or gameplay element. BRAKE is measured in seconds. Minimum speed is measure in meter per second.

- **SPECIAL:** This works in exactly the same way as the board based version.

TEAM SONIC

SONIC	
SPEED:	20 MPS / 2 seconds
JUMP:	2 meters
BALANCE:	2 seconds
SPECIAL:	200,000

TAILS	
SPEED:	25 MPS / 6 seconds
JUMP:	4 meters
BALANCE:	4 seconds
SPECIAL:	300,000

KNUCKLES	
WEIGHT:	2
SPEED:	50 MPS
BRAKE:	4 seconds / 10 MPS
SPECIAL:	300,000

TEAM DARK

SHADOW	
SPEED:	25 MPS / 4 seconds
JUMP:	2 meters
BALANCE:	4 seconds
SPECIAL:	300,000

ROUGE	
SPEED:	20 MPS / 3 seconds
JUMP:	3 meters
BALANCE:	6 seconds
SPECIAL:	200,000

OMEGA	
WEIGHT:	8
SPEED:	60 MPS
BRAKE:	6 seconds / 20 MPS
SPECIAL:	200,000

TEAM ROSE

AMY	
SPEED:	20 MPS / 6 seconds
JUMP:	5 meters
BALANCE:	2 seconds
SPECIAL:	100,000

CREAM	
SPEED:	25 MPS / 6 seconds
JUMP:	4 meters
BALANCE:	7seconds
SPECIAL:	300,000

BIG	
WEIGHT:	9
SPEED:	70 MPS
BRAKE:	8 seconds / 20 MPS
SPECIAL:	200,000

TEAM CHAOTIX

CHARMY	
SPEED:	30 MPS / 8 seconds
JUMP:	4 meters
BALANCE:	1 seconds
SPECIAL:	300,000

ESPIO	
SPEED:	25 MPS / 3 seconds
JUMP:	2 meters
BALANCE:	5 seconds
SPECIAL:	400,000

VECTOR	
WEIGHT:	5
SPEED:	40 MPS
BRAKE:	6 seconds / 10 MPS
SPECIAL:	100,000

Each character has a set of shared and specific special moves which they can use when the SPECIAL is in effect. See each individual sport section of the document for specific moves.

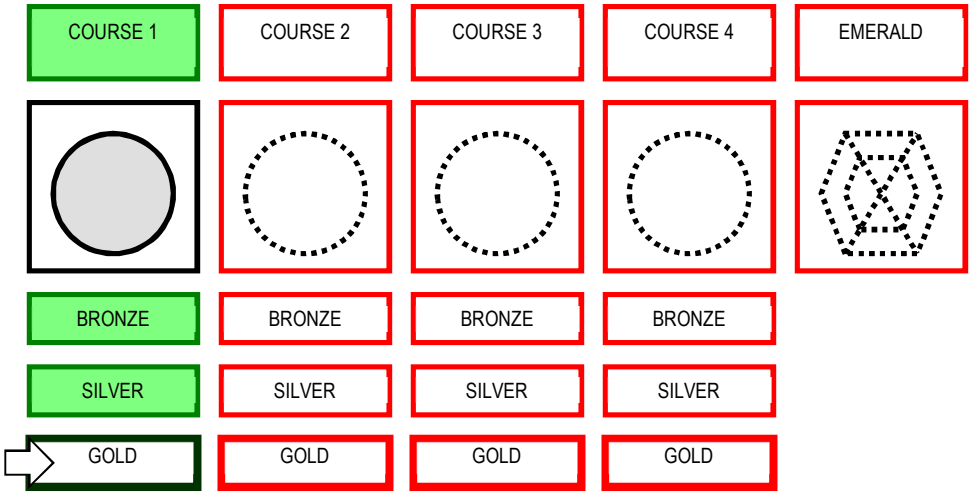
When the player picks a team, the remaining teams are assigned to the computer as opponents. The computer controlled teams' rankings will be calculated to factor in the difficulty of the game. The EASY and NORMAL settings for the game provide challenging, yet surmountable rankings of the other team's performance. The HARD setting provides a challenge that only the best of players will be able to beat. The INSANE setting provides a near perfect game from the computer teams. Only the most experienced player will beat the game on this setting.

GAME MODES:

There are three gameplay modes available for the player to pick from.

EMERALD CHALLENGE:

In this game mode, the player selects a team to play. They then compete in a series of five different sport disciplines: hoverboarding, snowboarding, dirtboarding, sky surfing, and hang gliding. Each sport discipline has four courses and an emerald qualification round. Each course has a set of three medal challenges: bronze, silver, and gold. Here's how it works:



Courses that are in GREEN are unlocked and available for the player. When a course unlocks, the medal challenges are also unlocked. The player can select from any of the medal challenges in any order. BRONZE medal challenges are easy. SILVER medal challenges are hard. GOLD medal challenges are expert only. The highest earned medal for each course is shown immediately below the course number. This gives the player a quick reference to their current standing. To unlock other courses within the sport discipline, the player must at least earn a SILVER medal. If the player wins a SILVER medal, the next course within the current sport will open up and the player can now select from those medal challenges too. In order to unlock the EMERALD level, the player must earn the gold medal in all the courses. The EMERALD course has no medal challenges. It's essentially a boss round where the player has to use their skills to defeat one of Robotnik's mechanical minions.

At the start of the game, the first course in all the sports is unlocked and available for the player.

ART / ASSET NOTE: The first two courses (1 and 2) of every sport are considered one art load or theme. The first course of the set will be one layout or branch while the other one will be an alternate layout or branch. The second two courses (3 and 4) will use the same thinking. Emerald rounds will be custom arenas that emphasize a specific gameplay mechanic from the sport.

MINI-GAMES:

There are several mini-games available to the player. To be exact, there are five mini-games. One mini-game is unlocked in each sport by collecting at least 400 rings during any of its medal challenges. Any of these mini-games could be used as multiplayer modes as well.

SPEED TRIALS (HOVERBOARDING): The player is put inside of a giant velodrome. The velodrome is a circular course that's shaped like a bowl. A lap counter keeps track of each circuit the player makes around the interior of the velodrome. In the center of the velodrome is a spiked area which covers both the floor and the ceiling. The player must avoid these areas while hitting speed ups and making laps around the velodrome. A counter keeps track of each lap successfully completed. As the lap counter increases, dangerous obstacles are added to the track: spikes, ramps, bombs, etc.

RAIL RALLY (SNOWBOARDING): The rail rally takes place in a snowy, fantasy forest with overgrown trees that dwarf the player. The forest floor is bathed in a deep fog which gives the impression from the player's height that there is no floor. An icy rail system wraps like a roller coaster around and through the trees pulling tight turns, big loops, and corkscrews. The player must watch out for broken rails (gaps) and weak, collapsing sections of track. The player must also be sure to hit speedup game objects that are placed around the loop. This will enable the player to keep up their speed and complete the course in record time. If the player falls off the rail prior to finishing the course, the mini-game is over. Variations can include avalanches from branches above as well as dangerous updrafts, and swarms of Snowbees.

BIG SCORE (DIRTBOARDING): This level is mostly vertical and shaped like a giant letter U. The area is a dirt and mud hive with dwellings similar to hummingbird or wasp nests built into the walls. At the bottom of the level is a raging river that is being generated from a nearby dam. Various bridge-like structures related to the dam cross over the river providing safe passage from side to side. The player starts off at the high edge of level and drops vertically down. On the way down the player must collect rings and hit speed ups while avoiding running into hive structures. At the bottom they must line up with a bridge to get across the water and race up the other side. If the player falls into the water, the round is over. Once the player has gotten all the rings, the round is up. If the player crashes before getting all the rings, then the round is over. Variations can include retracted bridges and ramps to jump over the river.

ORBIT BUNGEE (SKYBOARDING): The player is dropped from an orbital platform into the upper atmosphere. The player is attached to a super strong, metallic, bungee cord. When the bungee cord reaches its maximum length, it recoils and brings the player back up towards the orbital platform from the start. The orbital platform hangs over an artificial ring around the Earth that is made up of high tech garbage: satellites, rocket parts, meteors, etc. In-between the garbage are patterns of rings which the player can grab. When the player reaches the bottom of the bungee cord, the camera angle reverses to look back up as the player ascends. This will enable the player to grab missed rings on the way back up. The player is judged on the number of rings they are able to collect. Variations on the level can add more or less debris to the garbage belt.

LAVA DROP (HANG GLIDING): The mini-game takes place in a giant, volcanic cavern with lava covering the floors. Rock towers rise from the lake of fire connecting up to the ceiling. Heat shimmers the image on the screen while fiery embers float in the breezes. A sequence of anti-gravity mechanisms house strong fans which create updrafts. The player is using an airfoil (cross between a lighter than air craft and a powerless glider). As the player passes over one of the fans, they are propelled vertically. At this point the player needs to look for the closest fan in order to maintain height. The longer the player stays in the air, the more points they get. As the game progresses, some fans will drop into a lake of lava far below. Others will arrive to replace them. There is a landing zone in the middle of the level. If the player reaches the landing zone, then this is the end of the round. The number of fans the player has crossed is tallied up. Variations on the level could add other elements like fireballs from the lake below or fans with trick requirements attached or even a fiery phoenix that flies around the level and tries to hit the player.

MULTIPLAYER:

There are 4 multiplayer games available. All of the mini-games can also be adapted to make more multiplayer modes.

ACROBAT (SPLIT SCREEN): Each player starts out on a long, steep, opposing ramp. The ramp has numerous speedups located on it. The players launch off the ramps into space at each other. On contact, the players' characters grab hands, link and being to fall to the ground. On the way down, combo tricks will be shown on screen. The players must perform identical moves with near identical control timing to pull off the trick and go to the next one. If either player messes up the trick or timing, the round is over. If the player's reach the bottom of the screen, they land and the round is over. Variations could include greater drop heights, obstacles in the air as well as powerful air currents. This game covers board sports only.

SONIC HORSE (SINGLE SCREEN): Each player tries to outdo the other with trick combinations. Failure to copy the previous player's trick combo results in the player getting a letter. The first player to spell SONIC loses. This game covers all the board and air based sports

SCORE (SINGLE SCREEN): The highest score from tricks wins. The player can set the number of rounds. This game covers all the board and air based sports.

WIPEOUT (SPLIT SCREEN): Each player collects as many rings as possible and then wipes out. Whoever loses the most rings is the winner. This game covers all the board and air based sports.

MEDAL CHALLENGES:

The player is awarded medals from medal challenges based on their performance. Their performance is based on the rating of three player properties:

- **TIME:** There are two applications for time:

    1. TIME ELAPSED: This will be the total amount of time that the player took to meet the challenge. There are course records for each level which will need to be beaten. The player will also have to beat the other teams' times.
    2. TIME REMAINING: Any time remaining is added to the player's score at a rate of 1000 points for each second remaining.

- **SCORE:** Getting a high score by beating both the opponents' scores and the course record will satisfy the score requirement.

- **RINGS:** Beating the opponents' ring tallies as well as the course record will satisfy the ring requirement.

The score is tallied as follows. Getting one out of the three requirements will give the player a C grade and no medal. Getting two out of the three requirements will give the player a B grade and no medal. Getting three out of three requirements will give the player an A grade and the medal. If the player meets none of the requirements, they get an F grade and no medal. At the end of every course, team rankings are posted. These rankings are based on the difficulty level of the game. The competing teams will calculate their position by taking default values for the course requirements and modifying them with the game's difficulty level.

Medal challenges are the core mechanic with the game and the gameplay progression. Within the five different sport disciplines there are a total of three challenges per course with four courses per sport. 3 X 4 X 5 = 60 medal challenges. There are several types of challenges:

CHALLENGE TYPE:	DESCRIPTION:
Collect XX rings.	The player has to collect XX amount of rings. This can be done with or without an attached time limit.
Perform special trick.	The player has to perform a specific trick. This can be area related or freestyle. A time limit can also be imposed on performing the trick.
Collect item.	The player has to collect one or more items. This can be done with or without an attached time limit.
Score XX points.	The player has to score XX amount of points. This can be achieved by proper use of the SPECIAL as well as multiplier pickups. This can be done with or without an attached time limit.
Environment interaction.	The player has to perform an action that Is tied to an environmental element or part of a course. This can be done with or without an attached time limit.
Beat the clock.	Complete a series of checkpoints or a route within a preset time limit.
Race mode.	Race or chase an AI based character around the course.

INTERFACE:

The H.U.D. (Head's Up Display) consists of the following elements (clockwise in order from the upper left):

SCORE: The player ears point scores for any trick successfully pulled off and every gameplay interaction successfully completed. Gameplay interactions may range from object to NPC based.

SPECIAL: This graphic appears under the score when the player reaches a special point value. The special state lasts for 30 seconds or until the player takes damage from any game element. If the player takes damage or wipes out, the special is instantly terminated and the graphic disappears. If the player lasts the whole 30 seconds, the graphic will begin to flash during the last 10 seconds to warn the player that the effect is almost completed. When the SPECIAL is active, other effects will emanate from the player:

- **HOVERBOARDING:** A field of distortion appears around the player rippling the image.
- **SNOWBOARDING:** A flurry of snow flakes appear behind the player's board.
- **DIRTBOARDING:** Fancy clouds of dirt and dust kick up behind the player.
- **SKYBOARDING:** A fire-like shield lights up around the bottom of the player's board. Kind of like when a spaceship comes in for reentry.
- **HANG GLIDING:** A translucent ribbon will trail behind the player allowing them to make patterns in the sky wherever they go.

TIMER: The timer can be set to let the player know how long they've been in a level or how much time is remaining in a countdown.

RINGS: Displays the current number of rings that the player is holding next to a graphic of a ring. If the counter is at 0, the graphic for the ring will blink to let the player know that any subsequent damage will result in an end of life. As soon as the player has at least one or more rings, the graphic will remain static. For more information on rings, see the PICKUPS section of the document.

Pressing the SELECT button will bring up secondary information at the end of the screen. The select button acts as a toggle to bring up and remove the information:

INVENTORY: Keys, emeralds, and other items will be shown here. As an item is acquired, its graphic appears in the inventory. As it is used or, in some cases, possibly dropped, the graphic disappears from the inventory.

ALTIMETER (air based sports only): Let's the player know how close they are to the ground. If the player is below parachute or danger level, the altimeter will stay on screen and flash to alert the player. This is specific to either skyboarding or hang gliding.

PICKUPS:

RINGS:

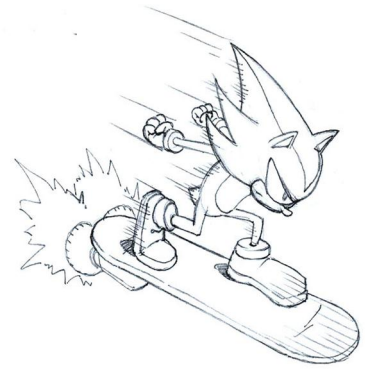
Rings should be easy to pick up, but challenging to get to. A radius of magnetic influence around the player's character will cause nearby rings to be attracted to the player. By picking up the AURA powerup, the player's radius of influence is doubled to attract even harder to get rings.

Every ring that the player picks up gets added to the RING COUNTER. If the player hits a dangerous element (terrain, object, or enemy), the RING COUNTER will drop to 0 and a number of rings will be physically dropped around the player. If the player has 10 or less rings, that number of rings will be physically dropped. If the player has more than 10 rings, the RING COUNTER will still drop to 0, but only 10 rings will be physically dropped. Dropped rings can be picked back up.
Certain RING COUNTER values will reward the player with the following bonuses:

- 100 RINGS = EXTRA LIFE
- 200 RINGS = EXTRA LIFE
- 300 RINGS = EXTRA LIFE
- 400 RINGS = MINI-GAME UNLOCKED
- 500 RINGS = SECRET CHARACTER UNLOCKED
- 600 RINGS = EXTRA LIFE
- …

GENERAL:

AURA: This powerup expands out the sphere of influence in which rings are magnetically attracted to the player's character. An aurora borealis effect emanates around the player when the Aura is active.



BOOSTER CELLS: A pickup that imitates the action of Sonic's classic red shoes. Instantly boosts the players speed for 10 seconds. Crazy music plays while the player's movement is sped up under the booster's effect.

EXTRA TIME PICKUPS: Adds X seconds to the timer.

SCORE MULTIPLIERS: 2X, 5X, and the elusive 10X. These modify the player's points by multiplying the regular point values by the score multiplier. These last 30 seconds and then time out. If the player wipes out at any point during the multiplier, they instantly lose the multiplier whether it's been 30 seconds or not.

SHIELD: The shield grants the player one non-penalty hit. This means that if the player takes damage, they won't lose their rings. Subsequent hits will damage the player and incur ring penalties.

TIME FREEZE: This will freeze the gameplay timer for 30 seconds. At the 10 second mark, the on-screen timer will begin to flash to warn the player that the timer is about to reactivate.

BOARD BASED SPORTS:

ALLOY POWER: This will turn the player's character into metal with reflective skin and a much higher density. Using this metal form, the player will be able to break through metal crates with the SPIN ATTACK.

AIR BASED SPORTS:

PAINTBALL AMMO: Each one of these pickups adds 5 paintballs to the player's stock. The player's stock maxes out at 20. Any ammo picked up when the player is maxed out is not added to the inventory.

WINDBREAKER: This pickup creates an air anomaly around the player which keeps them suspended in the air not losing any altitude. The player's vertical (Y coordinate) position is held for 20 seconds.

GAME OBJECTS:

GENERAL:

CHECKPOINTS: Checkpoints are floating gates suspended by magnetic rings and balloons. A trigger volume in the middle of them determines when a player has passed through. Only one checkpoint is active at a time. Bonus points could be awarded for pulling tricks while going through checkpoints.

RAILS: Rails snake all over the level on the ground or on ledges or roller coaster-like through the air. The player can ride these rails for tricks, big points, and rings.

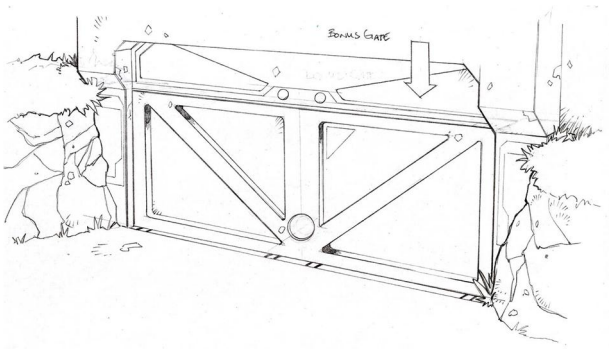
RING CONTAINERS: These contain 5, 10, or 20 rings. The player has to do a double jump (or comparable breaking move) to break the containers and get the rings.

TELEPORT RINGS: Teleport rings are setup in corresponding pairs. Once the player enters one of the rings, they are instantly transported to the next one. In transit, a screen blur should accompany the player as they move across space.

TRICK LOCK: Once the player enters a Trick Lock, they will have X number of seconds to pull off tricks and score X number of points. The GAME TIMER will activate in the H.U.D. and an objective point total will be shown. While in the Trick Lock, the player will be suspended in a space within the Trick Lock until the time is up.

BOARD BASED SPORTS:

BONUS GATE: Bonus gates lead into secret areas. These gates are locked until the player has found FLICKY. Bonus gates will be designed in a way that they can fit into any type of ground based environment.



BOOST PADS: Boost pads have an arrow pattern that indicates the direction of their influence. Hitting the boost pad going in the correct direction will add speed to the player. If the player hits chains of these boost pads, they can pick up a lot of speed.

BUMPER: Regular or Magnetic. A regular bumper simply repels the player in the opposite direction that they came in from. A magnetic bumper will cause the player to stick to it. While stuck to the bumper, the player can move their character around on the surface of the bumper setting themselves up for different release trajectories. By pressing the ollie (jump button), the player can launch themselves off again.

CRATES: Crates hide pickups and rings as well as access points to secret areas. There are three types of crates:

- **NORMAL:** These look like wooden crates. The player must perform the double jump to destroy the crates.

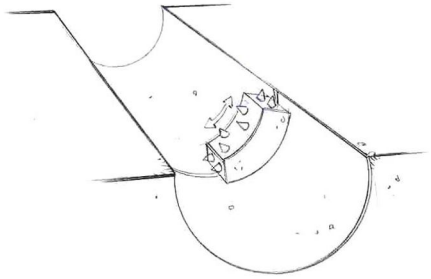
- **METAL:** These crates are made out of thick iron plates. The only way to destroy these is to get an ALLOY pickup.

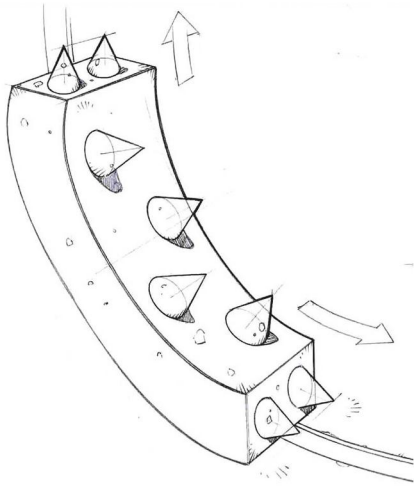
- **GHOST:** These crates are translucent and ethereal which means that the player can see them, but passes through them. They remain that way unless the player finds the CRATE GATE which will turn the ghost crates solid so that the player can break them.

CRATE GATE: A portal-like structure with a number within it. The number represents the number of rings needed to open it. If the player tries to go through it without the proper number of rings, they will be repelled. Once the player has the correct number of rings, they can pass through it. This will turn all the GHOST CRATES in the level solid. The player does not give up any rings for activating the gate.

FLICKY: Finding Flicky will cause the little blue bird to sit on top of the player's character's head. If the player can find a BONUS GATE, Flicky will open it for them. If the player crashes while Flicky is on their head, Flicky flies away to a random location in the level and the player cannot open the bonus gate.

ROTATOR: A curved obstacle covered in spikes that travels a groove around the interior circumference of tunnels and other circular elements like half pipes and full pipes. If the player comes into contact with the spiked sections of the rotator, they will take damage.





Rotators will be set up in numerous configurations. Rotator sections can be joined up to make double, triple, or complete arcs. Rotator sections can be lined up in offset patterns or in opposing patterns.

TETHER COLUMN: This Ionic column has a spiked ball attached to it which swings around in a radius.

THUMPER: The thumper sets off a low, bass beat which creates a shock wave in a radius. The shock wave is visible as concentric rings that expand out from the Thumper's center out to the edge of the radius. If the player comes into contact with one of the shock wave rings, they are knocked off their board. Thumpers can be deactivated by finding related TRIGGERS.

TIME GLOBE: The globe contains a particle effect which is moving in a hypnotic pattern (like a psychedelic snowglobe). The globe has a rail encircling it. If the player can ride the rail all the way around the globe, the particle effect will slow down considerably and the GAME TIMER rate will be slowed down by 50%. This effect lasts for 30 seconds.

TRICKBOT: These compact, spherical robots appear wherever the player performs a trick or action that is applicable to the current medal challenge. The Trickbot provides a quick visual reference to the player that helps them identify areas, challenges, or tricks they've already visited and / or completed.

AIR BASED SPORTS:

ACCELERATOR HOOPS: Accelerator hoops float in the air suspended by magnetic rings. The middle of the accelerator hoop has a spherical trigger volume that causes the player to pick up speed when they go through it. Accelerator hoops can be chained together to pick up increasing amounts of speed.

HOVERBOARDING:

TEAM SONIC	TEAM DARK	TEAM ROSE	TEAM CHAOTIX
SONIC	SHADOW	AMY	CHARMY

Hoverboarding levels are large, fantasy skate parks based on traditional park design, but expanded on with roller coaster-like elements (slaloms, loops, twisting turning rail slides, big drops) and Sonic elements (speed boosters, bumpers, springs, secret areas, etc.). The camera is placed behind and slightly above the player to offer a good view of the character, the environment, and upcoming objectives. During special moves and other gameplay situations, the camera will temporarily move to a more dynamic position to show the action unfolding.

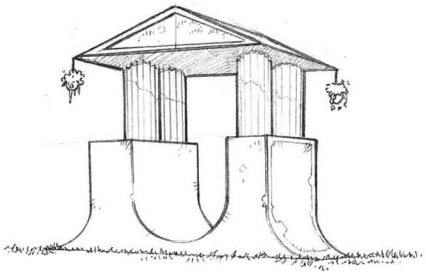
The Hoverboard has the following features:

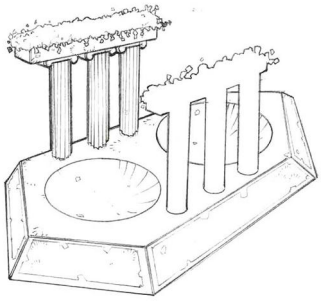
- **MAGNETIC RAIL:** Magnetic rails on the underside of the board allow the player to attach to metal surfaces and grind on them.

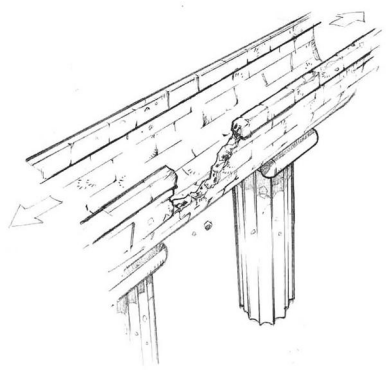
- **RING ATTRACTER:** Causes rings within a radius around the player to be magnetically drawn to the player. Unfortunately, this same device can be as much of a curse as a blessing. The player has to watch out for Magnetic Sentries and other hazardous environmental elements that will chase the player around homing in on their magnetic attraction. Only extreme trick sets can shake the mine. The ring attracter can be made more powerful by picking up the AURA powerup.

HOVERBOARD COURSE: RUIN PARADISE

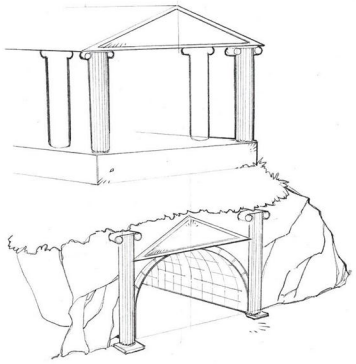
Ruin Paradise is a giant Greek-type ruin / village with green rolling checkerboard hills, ancient statues of heroes, maze-like pathways and aqueducts. At any given time, the Ruin Paradise courses are separated into three gameplay zones: elevated, ground level, and basement. The elevated zone consists of aqueducts, rooftops, hills, and friezes. The ground level is made up of skate park style elements: ramps, half pipes, bowls, rails, etc. all worked into the Greek architecture theme. The basement area consists of tunnels, catacombs, 360 degree bowls, and twisty rail sections that hang over dark pits. The first Ruin Paradise course is laid out in a very skate park-like fashion in order to give the player ample opportunity to try out basic hoverboard moves, environment interactions, and gameplay mechanics.



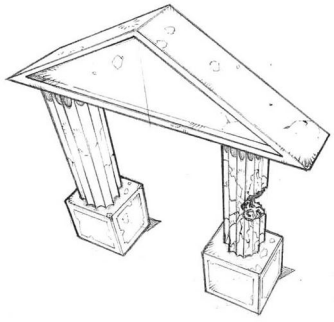




AQUEDUCTS: Aqueducts are elevated elements supported by columns. The overall condition of the aqueducts are cracked and unstable. The water that once flowed along the aqueduct paths is long gone leaving long sections for ground tricks and grinds. Portions of the aqueduct have fallen away completely leaving areas for gap tricks.



CATACOMBS: The catacombs are built into hills and occupy the spaces below temples. Catacombs are danger filled, often dark places where the player can find a lot of rings and other gameplay elements. Torches and other forms of subterranean lighting illuminate sections of the catacombs while there areas are pitch black except for the glow of rings on near invisible rails.



COLUMNS: Doric (tapers up from a wide bottom to a skinny top) and Ionic (uniform circumference from bottom to top) columns appear either on their own or as parts of larger structures. Cracked (as indicated by textures) columns can be broken.

COLUMN FRIEZE RAMP: Column / Frieze ramps are formed when the player breaks one column in a set which results in the supported frieze falling down at an angle.

LUNAR REFLECTORS: Mirrors that are based on a rotating pivot point. The mirror turns when the player grinds on an attached rail device that surrounds it. When this is in action, they camera refocuses to look at a position between the player's character and what surface is being lit by the reflector.

RUIN PARADISE COURSE 1:

The first course in Ruin Paradise takes place during the middle of the day. The ruined architecture is bright and pastel amongst the checkerboard hill and valleys. The lush greenery is in full bloom. Butterflies and pollen waft through the air. Most of this course is over ground although some secret areas are located within hills and will require the player to open BONUS GATES.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 200,000 points in 60 seconds.	200,000	100	Countdown from 60 seconds.
SILVER:	Collect 200 rings in 2 minutes.	200,000	200	Countdown from 2 minutes.
GOLD:	Pull air tricks on all 8 aqueduct gaps.	200,000	100	Track player's time to complete

GOLD MEDAL CHALLENGE: The aqueduct system running around the top of the level between hillsides and temples is broken in areas. The player has to clear 8 of these gaps and perform an air trick within the gap. When one of these tricks is pulled off, an on-screen message pops up: "X/X GAPS" X/X = the current number out of a total. Every time the player pulls off a trick, the current number goes up. A TRICKBOT will be activated where the player pulls off the trick so that they know that this gap has already been completed.

RUIN PARADISE COURSE 2:

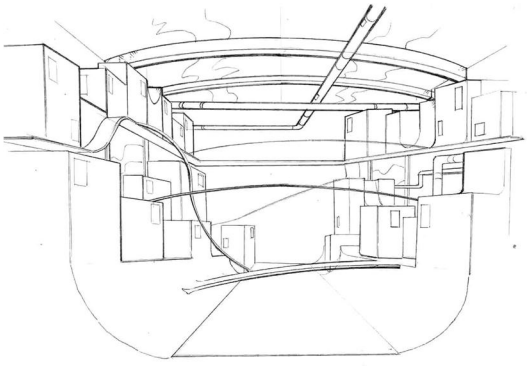
The second course takes place at midnight with a full moon casting bright light over the temples and terrain. The color scheme is a made up of blues, blacks, and moonlit, glowing whites. Fireflies gather around foliage and in dark places where the moonlight doesn't reach. Torches adorn entry points to the mysterious crypts below the ruins where precarious roller coaster-like rails wind back and forth over bottomless pits.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Collect 100 rings on catacomb rails.	100,000	100	Track player's time to complete.
SILVER:	Build up SPECIAL status and score 100,000 points.	Player's minimum special + 100,000.	200	Track player's time to complete.
GOLD:	Collect 5000 rings in 2 minutes..	100,00	5000	Countdown from 2 minutes.

BRASS MEDAL CHALLENGE: The catacomb rails start at an entry way set into the side of a hill. There is floor for the first 10 feet inside of the catacombs and then the floor drops away to an abyss. The rail winds in and out of different chambers making a serpentine route that eventually comes out on the opposite side of the hill. Along the way, the rail breaks and splits into separate routes requiring the play to jump and maneuver with decent precision. Groups of MECHABATS will show up in some areas requiring the player to pull off an attack move to make it through them. Strategically placed shafts of moonlight illuminate tough twists and turns while the rest of the area is dark.

GOLD MEDAL CHALLENGE: A series of 9 LUNAR REFLECTORS are set up around the course. The player has to move them into position so that each one shines its light on a receptacle on a nearby wall. Once they're all active, they reflect the combined light onto a structure in the middle of the level. The structure spawns rings from the top like a volcano. There are X (however many we can safely handle) rings spawned at a time. The player moves around and picks up rings as quickly as possible. If the player can get 5000 rings before the timer runs out, they win the challenge.

HOVERBOARD COURSE: MEGA MALL



The Mega Mall is a cross between the Great Mall of America (in Minnesota), the Pompidou center (in Paris), and the zero gravity hub of a space station. Various shops are oriented around the inside of tubular corridors that connect up to a main, central hub courtyard. The different levels of stores within the corridors are accessible by catching air off half pipes, grinding through tiers of pedestrian walkways, and attaching to magnetic rail sections which carry cargo and orders around the mall. The courtyard areas are more park-like in construction with half pipes, ramps, bowls, and other skating surfaces. The difference between these areas and traditional skate parks is that the empty space around tricks and skate elements is taken up with different vertical elements like stores and signs.

NEON SIGNS: Large, animated neon signs. All neon signs have a grind rail built in so that the player can traverse across them. If the player comes into contact with the neon elements, they will take damage and get knocked off.

PASSENGER WALKWAYS: These elevated passages hook up different levels of the mall. Magnetic coils built into the structure cause walkways to go one way or the other. The player's hoverboard is also affected by these coils. Going through the walkway with the flow will increase the player's speed. Going through against the flow will decrease the player's speed.

SWITCH BOXES: These game elements are attached to rail systems. Each switch box is related to an electrified section of grind rail. Grinding the switch box turns off the electricity. Some electrified rails may have more than one switch box related to them.

TRANSPORTS: Transport robots ride rails around the mall taking cargo to different stores. The player can skitch on the back or sides of a transport robot, but must watch out for the front (whichever direction the transport is moving) because the player will be knocked back and damaged.

MEGA MALL COURSE 1:

This is the expensive, nouveau riche section of the mall. The buildings are all upper class; very sleek, functional, yet elegant. The place should have a Bauhaus meets Frank Lloyd Wright or Buckminster Fuller look to it with interesting geometric elements to skate on or over. Vast sections of geometric steel girder / reinforced glass let in the natural light. Grassy parks occupy the boutique midway that runs along the lengths of different sections. A central hub that connects up three of these sections is a shopping spindle surrounded by a parking structure.

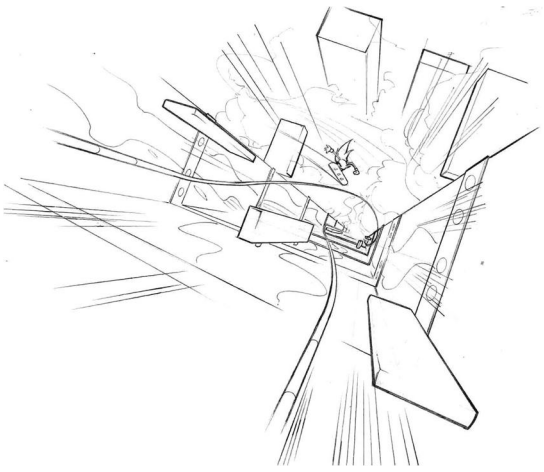
GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	SCORE 400,000 points in 60 seconds.	400,000	100	Countdown from 60 seconds.
SILVER:	Grind three digital ticker tape boards.	100,000	100	Track player's time to complete.
GOLD:	Earn 500,000 points by tricking over the techno fountains in 2 minutes.	500,000	250	Countdown from 2 minutes.

SILVER MEDAL CHALLENGE: At the end of each arm of the mall, there is a gigantic, digital ticker tape board that display stock prices and other information. The signs are difficult to get to, but prove quite grindable once the player does make it. The player has to grind over all three of the displays. Once the player does this, a TRICKBOT marks the area.

GOLD MEDAL CHALLENGE: The techno fountains are located around the central hub of the mall. The player has to build up speed and trick over various parts of the fountain to score big points. If the player doesn't have enough airtime while going over the fountain, they will find it difficult to score big points. Falling in the water ends the challenge.

MEGA MALL COURSE 2:

This is the electronics games, gadgets, and devices section of the mall. It's similar in layout to the first course, but now the buildings have more nooks and crannies due to the presence of neon signage and other vertical elements. The setting outside of the mall is dusk, so the setting sun casts warm, dark colors through the steel girder / reinforced glass windows. In the center of this section of the mall is an arcade / future sport area with many gameplay elements in motion on different patterns. An extensive rail section describes a complicated route around this area moving in and out of object patterns and static structures.



GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	CHECKPOINTS	200,000	100	Track player's time to complete.
SILVER:	Collect 300 rings on the Future Sport Circuit.	500,000	300	Track player's time to complete.
GOLD:	1,000,000 points in 2 minutes.	1,000,000	100	Countdown from 2 minutes.

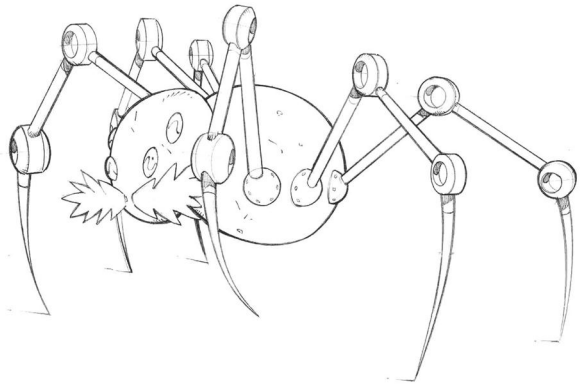
BRASS MEDAL CHALLENGE: A series of 20 checkpoints are set up throughout the mall in tough places. Some are along rails while others are located in vertical sections between huge neon signs. Every checkpoint the player gets to successfully is taken out and replaced with a TRICKBOT to let the player know that they've finished the related checkpoint.

SILVER MEDAL CHALLENGE: The Future Sport Circuit wraps roller coaster-like around the central hub in and out of large buildings and floating game elements like advertising structures and Future Sport constructs: hoops, goals, defense elements, etc. Some sections of the rail are electrified which means that the player must avoid them. Along the route are switchboxes. If the player can hit the attack button to contact them, he can turn them all off making the previously electrified area safe to travel on.

EMERALD ROUND: ROBOTNIK'S MEGA CENTRIFUGE:

GOALS:	DESCRIPTION:
EMERALD	Defeat Robotnik's Arachnobot.

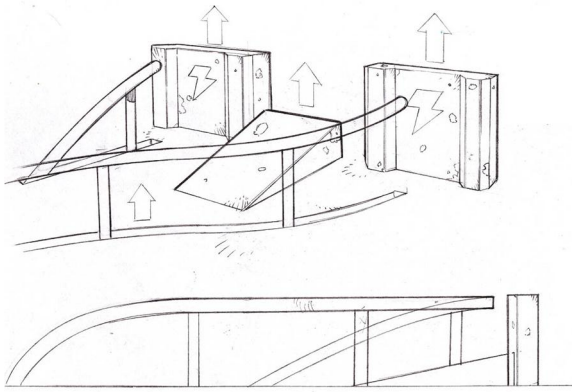
The Centrifuge is an oval shaped room that rotates at various speeds. Sonic has to keep moving forward against the spin in order to progress through the boss round. If Sonic pulls back too far or lands and switches directions, they will be accelerated at high speeds along with the centrifuge and lose a life. Sonic can move up and down vertically on the screen to avoid and interact with different gameplay elements.

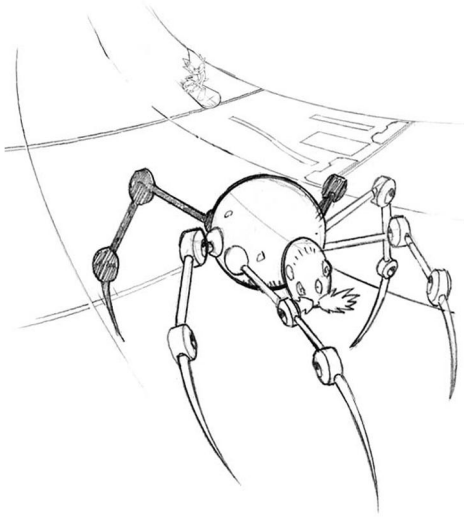


Doctor Robotnik is operating an Arachnobot; a spider-like vehicle that runs around on 6 legs across the inner surface of the centrifuge. The Arachnobot runs up ahead of the player providing a clear view of its path and attack patterns. The Arachnobot attacks by dropping an explosive ball onto the playing field which will spin around the environment like the ball on a roulette wheel. If the ball comes into contact with anything, it explodes. The Arachnobot will release 2 or 3 of these at a time. The player can destroy the oncoming projectiles by initiating a spin attack. If the player gets hit by one of the projectiles when not in a spin attack, they will get knocked off the centrifuge and lose a life. There are three basic environment modes which the player must alternately navigate and use to attack the Arachnobot:

- **ENVIRONMENT MODE 1:** As the room rotates, ramps raise up just ahead of Sonic between the player and Eggman so that Eggman doesn't have to worry about walking through them. Cannons are mounted into the fronts of the ramps. The player must hit the ramp and catch air in order to fire. If Eggman is in range, it will take damage.

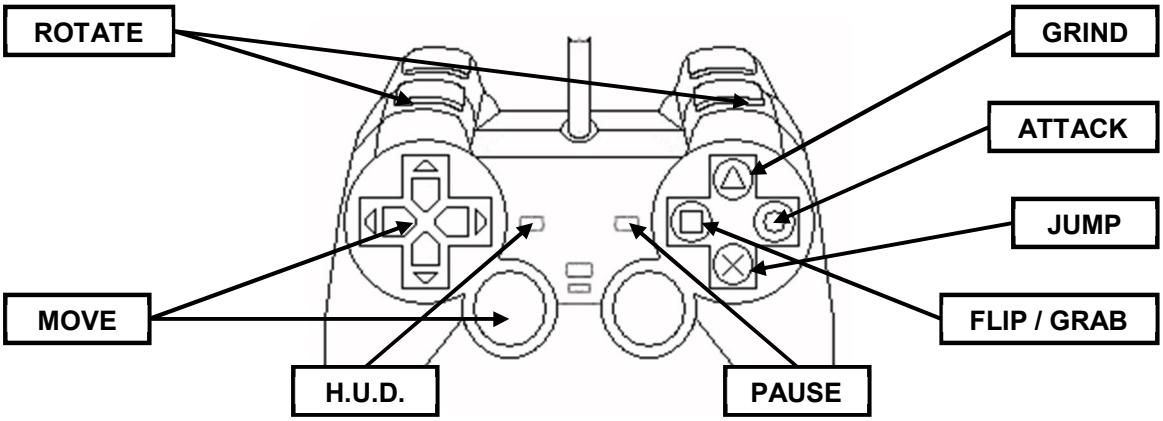
- **ENVIRONMENT MODE 2:** In the next mode, when the ramps rise up, they are accompanied to either side by electrified walls. When making the jump to fire the ramp cannon, the player must be careful not to hit either wall.





- **ENVIRONMENT MODE 3:** In this mode, a vein-like network of rails raise up out of the ground. The structure of the centrifuge phases out and the player must stay on the rails. Eggman also moves onto the rails. If the player falls off the rails, they will fall off the world and lose a life.

CONTROLS:



CHARACTER:	MOVE:	PLAYSTATION 3:	POINT VALUE:
ALL	**MOVE**	D-PAD / LEFT ANALOG	N/A
ALL	**BRAKE**	↓ D-PAD / LEFT ANALOG	N/A
ALL	**OLLIE (JUMP)**	X BUTTON	N/A
ALL	**DOUBLE OLLIE (JUMP)**	X BUTTON TWICE	N/A
ALL	**GRIND**	Δ BUTTON ON EDGE OR RAIL	X POINTS EVERY SECOND
ALL	**PLANT**	Δ BUTTON AT EDGE	X POINTS EVERY SECOND
ALL	**FLIP / GRAB**	ڤ BUTTON (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #1**	ڤ BUTTON + ↑ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #2**	ڤ BUTTON + ← (in air)	X POINTS

ALL	**FLIP / GRAB MOVE #3**	ف BUTTON + ↓ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #4**	ف BUTTON + → (in air)	X POINTS
ALL	**ATTACK**	O BUTTON	X POINTS FROM INTERACTION
ALL	**ROTATE**	L1 AND R1 SHOULDER BUTTONS	N/A
ALL	**MANUAL**	↑ ↓ D-PAD / LEFT ANALOG	X POINTS EVERY SECOND
ALL	**EXIT HALFPIPE**	↑ D-PAD / LEFT ANALOG AT TOP OF RAMP / HALFPIPE	N/A
ALL	**OLLIE (or DOUBLE) ATTACK**	X BUTTON (or X BUTTON TWICE) + O BUTTON	X POINTS FROM INTERACTION
ALL	**GRIND ATTACK**	Δ BUTTON + O BUTTON	X POINTS
ALL	**FLIP / GRAB ATTACK**	ف BUTTON (in air) + O BUTTON	X POINTS
SONIC	**SP GRIND: FS 50-50**	Δ BUTTON + R2	X POINTS
SONIC	**SP GRAB: AIRWALK**	ف BUTTON (in air) + R2	X POINTS
SONIC	**SP LIP: AXLE STALL**	Δ BUTTON PERP TO EDGE + R2	X POINTS
SONIC	**SP AIR: SPAGHETTI AIR**	ف BUTTON (in air) + R1	X POINTS
SHADOW	**SP GRIND: FS CROOKED**	Δ BUTTON + R2	X POINTS
SHADOW	**SP GRAB: BENIHANA**	ف BUTTON (in air) + R2	X POINTS
SHADOW	**SP LIP: BLUNTSIDE**	Δ BUTTON PERP TO EDGE + R2	X POINTS
SHADOW	**SP AIR: LIEN AIR**	ف BUTTON (in air) + R1	X POINTS
AMY	**SP GRIND: PRIMO GRIND**	Δ BUTTON + R2	X POINTS
AMY	**SP GRAB: THE 900**	ف BUTTON (in air) + R2	X POINTS
AMY	**SP LIP: BS BONELESS**	Δ BUTTON PERP TO EDGE + R2	X POINTS
AMY	**SP AIR: NOLLIE FLIP**	ف BUTTON (in air) + R1	X POINTS
CHARMY	**SP GRIND: HURRICANE**	Δ BUTTON + R2	X POINTS
CHARMY	**SP GRAB: CANNONBALL**	ف BUTTON (in air) + R2	X POINTS
CHARMY	**SP LIP: GYMNAST PLANT**	Δ BUTTON PERP TO EDGE + R2	X POINTS
CHARMY	**SP AIR: MISTY FLIP**	ف BUTTON (in air) + R1	X POINTS

SNOWBOARDING:

TEAM SONIC	TEAM DARK	TEAM ROSE	TEAM CHAOTIX
TAILS	ROUGE	CREAM	ESPIO

Snowboarding courses are a combination of linear (with limited branching) slalom areas and non-linear skate park areas that act as hubs to other slalom areas. Snowboard courses are primarily arranged in a downwardly sloping fashion meaning that the start point will be situated at the top of a mountain and the finish line will be at the bottom. The camera is placed behind and slightly above the player to offer a good view of the character, the environment, and upcoming objectives. During special moves and other gameplay situations, the camera will temporarily move to a more dynamic position to show the action unfolding.

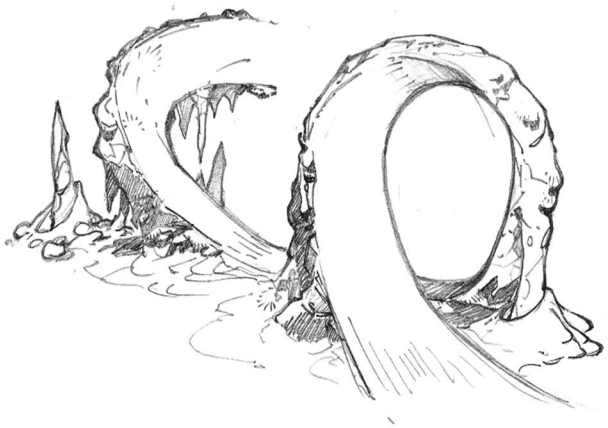
The Snowboard has the following features:

- **BLADES:** The blades allow the player to safely navigate ice areas. As the player skates across the surface of the ice, they will leave a mark on the ice. A clever player could perhaps do a figure eight or other patterns for bonus points (kind of like the ribbon bonus in Sega Nights).

SNOWBOARD COURSE: HOWLING ALPS

The Howling Alps is a haunted, Swiss style chalet resort high up in the mountains. The racecourse winds through the mountains contained by ice walls, rocky crags, and sections of creepy village. Sheer drop-offs and precipices also keep the player from running off the course.

AVALANCHE: Avalanches drop down from the sides of the level down steep cliffs and through ravines carved into the course. The player must avoid the force of the avalanche by looking for gaps in its downpour.



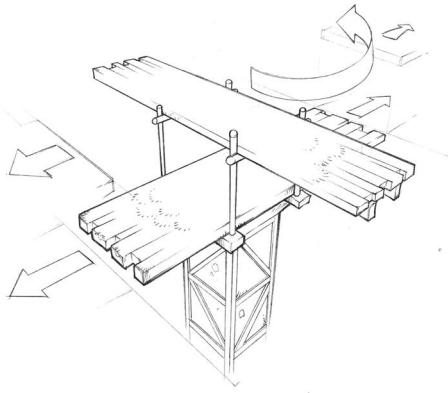
ICE BRIDGES, ICE LEDGES, AND ICE LOOPS: These natural-looking ice formations contain various kinds of passages, lips and loops-the-loops. They allow Sonic to jump safely off of high edges and ledges. The loops enable Sonic to quickly zip around while maintaining his dramatic speed. On the snowboard track, ice bridges, ice ledges, and ice loops are often used together to provide the player with the challenge of selecting the route that is the best or most fun. Ice bridges and ledges with cracked surfaces will break as the player goes over them.

OVERLOOK LODGE: A haunted lodge is built into a rocky clearing at the top of the mountain. The lodge is gloomy: an ominously peaked roofline, long balconies, and icy, menacing "gingerbread" trimmings. The candlelight flickers and sputters in the windows. This lodge looms over the starting line; it could even be built to resemble a frightening human face! The side wings of the lodge wrap around the starting line to form an open courtyard that hems the player in. Scary semi-transparent ghosts hold up the STARTING LINE banner that hangs above the starting line itself. Ghostly green arrows "burned" into the snow point the player toward the downward slope.

RICKETY STAIRS: Rickety stairs provide grind rail surfaces on either side of the course. Some of these will wind back up into the mountains and away from the course offering access to secret areas and other gameplay elements like the ROTATING BRIDGE.

RICKETY VILLAGE: This area consists of old time shops and houses set into the mountain sides with a wide avenue in-between. Windows bang open and shut in the wind, strange music can be heard coming from dimly lit interiors. Using half pipes, ramps, and railings, the player can get up to different floors on the outsides of the shops as well as secret interior areas.

ROTATING BRIDGE: This is a double level bridge that slowly rotates around above an abyss. The top level of the bridge is already rotated 90 degrees from the bottom section, so different parts of the bridge link up with different parts of the level as the bridge rotates. The lower level is easy to get onto and takes the player through the normal course route. If the player can use rails and other elements on the cliff faces, they can get up onto the second bridge level which will take them to an alternate path above the main course.



SNOW FLURRIES: These are volumetric triggers of any size or orientation that contain values for generating snow flurries that will add to the player's movement in any give direction. When snow flurries come into view, the player sees particle effects that indicate the direction and size of the flurries and hears a whooshing sound that also indicates how large or small the flurry is. When the flurries are entered, they affect the player's snowboard if any aerial maneuvers are performed.

SUSPENDED LANTERNS: Ropes criss-cross numerous downhill areas with old-fashioned lanterns hanging down. The player can access these ropes by catching air off nearby half pipes or by moving from rope to rope and continuously grinding. By successfully grinding on a rope near a lantern, the lantern magically lights up, illuminating the immediate area with ghostly, colorful light.

VILLAGE SLALOM: This older section of village is located on a sloping plain set amongst snow covered trees and hills. Most of the village is wrecked and buried beneath the snow, but there are still numerous wall sections standing which present an obstacle course for the player. If the player times jumps off of moguls, they can jump through old windows and other gaps in the architecture.

HOWLING ALPS COURSE 1:

The first rays of dawn peek over the mountain tops as mist rises from the terrain and a slight snow falls. This first course in the Howling Alps is a straight shot down the slopes, through switchbacks of canyons, and out by shuttered farm houses and a wide, frozen mirror lake. Sections of the course: side passages, village buildings, and skate park elements are covered in snow and not accessible yet.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Collect 200 rings in 1 minute.	100,000	200	Countdown from 1 minutes.
SILVER:	Loop the mirror lake.	500,000	100	Track player's time to complete.
GOLD:	Free prismatic phoenixes.	500,000	100	Track player's time to complete.

SILVER MEDAL CHALLENGE: The mirror lake is a huge frozen lake with a very reflective surface. Set in the lake are several rock islands and outcroppings. Around the islands are raised rail sections made from ice. The player must ride the rails around all the various islands in order to complete the challenge. Different island shapes will have varying types of rail structures around them.

GOLD MEDAL CHALLENGE: The player has to trick and catch big vertical air in order to get near geodes that are hanging off of outcroppings near the edges of the course. Once the player gets near the geode, the sun's rays will momentarily catch it and colorful bird made from prismatic light will be released. If the player successfully activates all the geodes, the level will be complete and the camera will pan back to show the level sparkling with prismatic light as the phoenixes fly around freely.

HOWLING ALPS COURSE 2:

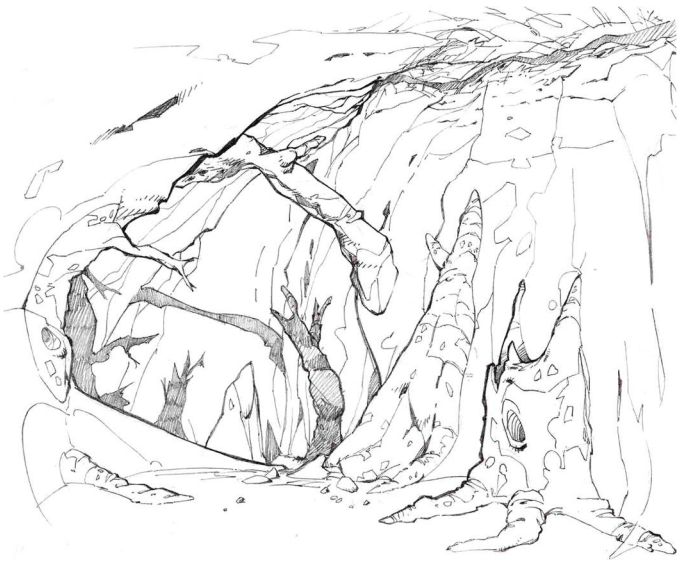
A moonless, but densely starry night on the Alps alters the layout of the course. After freeing the phoenix on course 1, previously blocked passages and skate park elements are bared to the elements while previously accessible areas are blocked off. The villages are alive with ghostly, colorful lights

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	600,000 points in 2 minutes.	600,000	100	Countdown from 2 minutes.
SILVER:	Grind the Christmas light run.	200,000	100	Track player's time to complete.
GOLD:	Score 1,000,000 points in the Starlight Bowl.	1,000,000	100	Track player's time to complete.

SILVER MEDAL CHALLENGE: A festive, spooky gala is in effect in the Village Slalom. Ethereal Christmas lights are strung up in the trees. The player can trick up to the trees to grind along the chains of lights. Every light they pass over is extinguished.

GOLD MEDAL CHALLENGE: The highest point in the course is this hidden bowl. The bowl is made from a shiny, thick layer of ice and surrounded by mountains. The surface of the bowl reflects the hundreds of stars up in the sky. When the player begins to pull off tricks inside of it, the reflection gives the illusion of performing tricks in space.

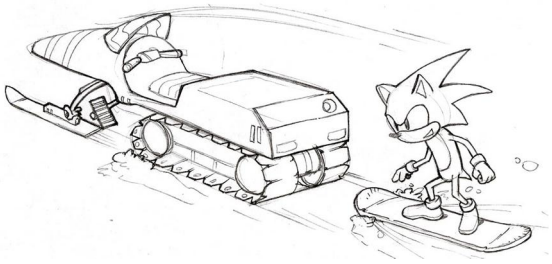
SNOWBOARD COURSE: DEEP CAVES



The Deep Caves are a set of subterranean, frozen wonderlands. Glaciers have moved through the caves leaving maze-like passages that branch off to different areas throughout the cave system. At certain points, the caves open up into ice jungles at the bottoms of deep chasms. Light streams in from far above. Some areas of the caves are home to ancient creatures frozen into the cave walls. In other areas, the snow has become slushy from underground hot springs which creates quick action slippery slides. Ancient ruins are frozen within the ice. Some are just decorative, others can be accessed through secret routes.

ICICLES: Like stalactites or stalagmites, these icicles force the player to adjust their course so as to collect rings and powerups that have been distributed around the area. If the player bumps an icicle, they lose their rings. In some areas, stalactites may drop from the ceiling. Cracks in the ice along with shadows and screen shaking will indicate where and when stalactites will fall.

SNOWBOT DRAFTING: At one or two places along the course there are spots where there are alternate routes that can be followed by the player. While these alternate routes can be entered without assistance, it's easier to get into them if the player drafts behind a passing Snowbot. The Snowbot is a robotic snowmobile / snow CAT that runs reconnaissance through the mountains. A Snowbot enters the field of view on a predetermined path and holds its place next to the player long enough for them to draft behind it. While drafting, the player has to push LEFT / RIGHT on the D-PAD or the LEFT ANALOG to stay behind the Snowbot. If the BALANCE METER goes too far over to one side then the player will disconnect and the Snowbot will drive away. Drafting on the Snowbot will take the player to bonus formations of rings or other areas that the player couldn't normally get to.



DEEP CAVES COURSE 1:

The first tier of caves are located closer to the surface. Sections of the caves are covered while other parts have collapsed letting in the thick snow from a storm raging above. The snow becomes slush as it lands near hot spring geysers. The caves are riddled with bottomless pits that fade off into dark depths below. High tech machinery is being used to excavate passages and pump snowy slush out of the way. Ancient, petrified plant life twists in and out of different chambers providing different elements for the player to grind on. The entire course exits out on the side of a mountain where the player can pull off different trick moves and ramp maneuvers to reach an assortment of finish lines that reward the player different point values depending on the placement / difficulty.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Reach all checkpoints in 2 minutes.	500,000	100	Countdown from 2 minutes.
SILVER:	Score 3,000,000 points in 3 minutes.	3,000,000	100	Countdown from 3 minutes.
GOLD:	Ride the great slush aqueduct and collect 300 rings.	500,000	300	Track player's time to complete.

GOLD MEDAL CHALLENGE: The great slush aqueduct is a series of elevated pumps and channels that move snowy slush around the course. Sequences of rings have been set up along the course for the player to pick up. Sections of the aqueduct abruptly end and dump slush off into deep, dark abyss. The player must make jumps from one section of aqueduct to the next to avoid falling down into these pits and losing a life.

DEEP CAVES COURSE 2:

The lower caves are a maze-like structure of ice walls, slushy passageways, and steep drops of hard packed snow. The ruins of an ancient town are embedded in the walls, accessible at some points where the ice has melted. The end of the level is a giant geyser that propels the player up at a rapid speed to the surface. When the player reaches the surface, they begin to fall again and must guide their drop to hit any number of finish lines that are located around the geyser's edge.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Reach all checkpoints in 3 minutes.	500,000	300	Track player's time to complete.
SILVER:	Ride the heat sinks and collect 500 rings.	500,000	500	Track player's time to complete.
GOLD:	Open the ancient dome bowl and score 1,000,000	1,000,000	200	Track player's time to complete.

SILVER MEDAL CHALLENGE: Heat sinks are being used to excavate different parts of the ice-locked city. Heat sinks resemble huge saucer type structures. The top surface is made out of an ice-like substance that super-cools the machinery. At the center of this surface is a ramp structure. The player's objective is to skate around on the top surface of the heat sink and pick up as many rings as they possibly can before the machinery activates. Once the heat sink machinery activates, the surface lights up with a network of red-hot conduits. These conduits pump energy down through the saucer to the ground below. While this is happening, the player needs to either get off the heat sink or perform an edge trick on the ramps at the center until the conduits deactivate and the surface is icy safe to skate on again.

GOLD MEDAL CHALLENGE: Geode reflectors are located around the level. The player must rotate the reflectors so that their prismatic light reflects at a nearby relay point. Once lined up, the relay point takes the light down to the ancient dome bowl and releases on of the lock mechanisms. There are 7 reflectors total. Once all the locks on the dome bowl are released, the player can enter the dome bowl and being to score big points. The dome bowl is a self contained, 360 bowl with an icy surface. The player can travel all the way around the inside of the bowl, up the walls, and across the ceiling.

EMERALD ROUND: ROBOTNIK'S SHADE:

GOALS:	DESCRIPTION:
EMERALD	Defeat Robotnik's Shade

The Shade is a giant apparition that appears as a glowing, anthropomorphic shape. The substance of the shape is smoke-like in nature to give it some volume. Coal red eyes stare out from its head. The sky above the arena is dark with a growing storm. Every once in a while, there is a break in the cloud layer and moonlight will fall through in thick beams. If any of the moonbeams touch the Shade, the creature reveals its true nature as a midsize robot that is white like the snow. This form can be damaged. When the clouds cover the moon again, it returns to its phantom state.

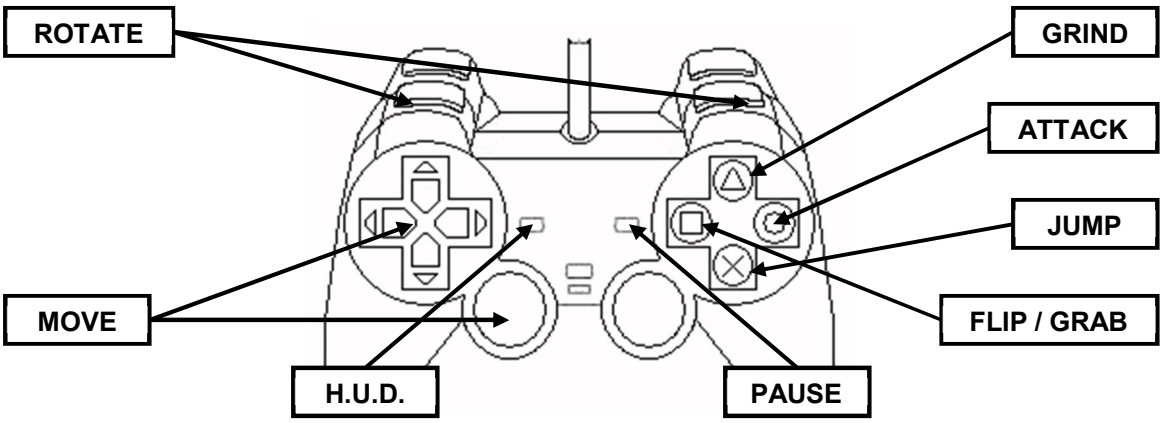
The Shade's arena is a large, extinct volcano crater high up in the mountains. The bowl has sunk over time creating a more contained bowl with a big overhang around the top. It resembles an urn in shape. Where the bowl goes vertical, there are heavy cables that span the distance across the bowl. Hanging from the cables are big icicles which the player can shake free by grinding over them. The trick to beating the Shade is to drop these icicles on to it when it's in the physical, non-ethereal mode.

The Shade has several modes of attack:

1. In the ethereal mode, the Shade will try to envelop the player. If this happens, the player is spun up in the air and loses all their rings.
2. In the physical mode, the Shade track the player down and try to crush them. The player can now lure the Shade near a cable and then drop icicles on to it by grinding above it.

Once the player has dropped an icicle from a cable, the icicle takes a certain amount of time to regenerate.

CONTROLS:



CHARACTER:	MOVE:	PLAYSTATION 3:	POINT VALUE:
ALL	**MOVE**	D-PAD / LEFT ANALOG	N/A
ALL	**BRAKE**	↓ D-PAD / LEFT ANALOG	N/A
ALL	**OLLIE (JUMP)**	X BUTTON	N/A
ALL	**DOUBLE OLLIE (JUMP)**	X BUTTON TWICE	N/A
ALL	**GRIND**	Δ BUTTON ON EDGE OR RAIL	X POINTS EVERY SECOND
ALL	**PLANT**	Δ BUTTON AT EDGE	X POINTS EVERY SECOND
ALL	**FLIP / GRAB**	ڤ BUTTON (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #1**	ڤ BUTTON + ↑ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #2**	ڤ BUTTON + ← (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #3**	ڤ BUTTON + ↓ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #4**	ڤ BUTTON + → (in air)	X POINTS
ALL	**ATTACK**	O BUTTON	X POINTS FROM INTERACTION
ALL	**ROTATE**	L1 AND R1 SHOULDER BUTTONS	N/A
ALL	**MANUAL**	↑ ↓ D-PAD / LEFT ANALOG	X POINTS EVERY SECOND
ALL	**EXIT HALFPIPE**	↑ D-PAD / LEFT ANALOG AT TOP OF RAMP / HALFPIPE	N/A
ALL	**OLLIE (or DOUBLE) ATTACK**	X BUTTON (or X BUTTON TWICE) + O BUTTON	X POINTS FROM INTERACTION
ALL	**GRIND ATTACK**	Δ BUTTON + O BUTTON	X POINTS
ALL	**FLIP / GRAB ATTACK**	ڤ BUTTON (in air) + O BUTTON	X POINTS
SONIC	**SP GRIND: SAUSAGE GRIND**	Δ BUTTON + R2	X POINTS
SONIC	**SP GRAB: DOUBLE GRAB**	ڤ BUTTON (in air) + R2	X POINTS
SONIC	**SP LIP: DISASTER**	Δ BUTTON PERP TO EDGE + R2	X POINTS
SONIC	**SP AIR: CANADIAN BACON AIR**	ڤ BUTTON (in air) + R1	X POINTS
SHADOW	**SP GRIND: HANG TEN NOSEGRIND**	Δ BUTTON + R2	X POINTS
SHADOW	**SP GRAB: DOUBLE HANDED GRAB**	ڤ BUTTON (in air) + R2	X POINTS

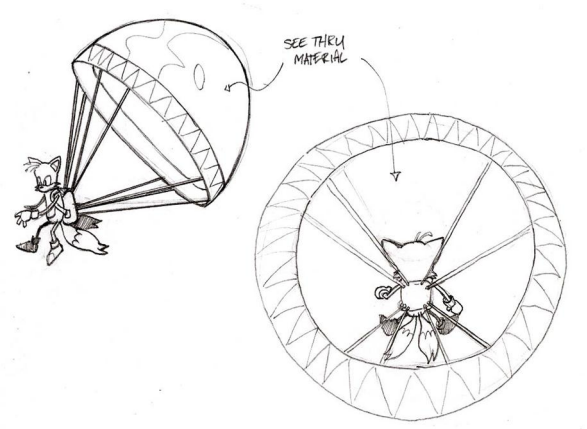
SHADOW	**SP LIP: EGGPLANT**	Δ BUTTON PERP TO EDGE + R2	X POINTS
SHADOW	**SP AIR: MOSQUITO AIR**	ف BUTTON (in air) + R1	X POINTS
AMY	**SP GRIND: TAIL POKE**	Δ BUTTON + R2	X POINTS
AMY	**SP GRAB: MASHED POTATO**	ف BUTTON (in air) + R2	X POINTS
AMY	**SP LIP: BS HANDPLANT**	Δ BUTTON PERP TO EDGE + R2	X POINTS
AMY	**SP AIR: CRAIL AIR**	ف BUTTON (in air) + R1	X POINTS
CHARMY	**SP GRIND: HOAGIE**	Δ BUTTON + R2	X POINTS
CHARMY	**SP GRAB: GAY TWIST**	ف BUTTON (in air) + R2	X POINTS
CHARMY	**SP LIP: LAYBACK HANDPLANT**	Δ BUTTON PERP TO EDGE + R2	X POINTS
CHARMY	**SP AIR: CRIPPLER AIR**	ف BUTTON (in air) + R1	X POINTS

SKYBOARDING:

TEAM SONIC	TEAM DARK	TEAM ROSE	TEAM CHAOTIX
SONIC	SHADOW	AMY	CHARMY

The player gets dropped into the outer atmosphere and plummets to Earth on a high-tech Skyboard which enables the player to do traditional sky surfing moves as well as more outrageous maneuvers that are only possible with the Skyboard's advanced technology. On the way down to the ground, the player collects rings, interacts with airborne gameplay elements, and scores big points for different moves.

The gameplay takes place in an area of the sky that's roughly four screens by four screens wide and a varying degree tall depending on the initial height of the jump. For the majority of gameplay, the camera stays above the player looking down on the world offering a panoramic view of the ground and all gameplay objects approaching. In specific instances, the camera will move to a more dynamic position to show different gameplay situations or particularly exciting moves that the player pulls off. As the player gets closer to the ground, increasing levels of detail will be introduced to show interesting elements of the terrain as well as different areas for the player to land.

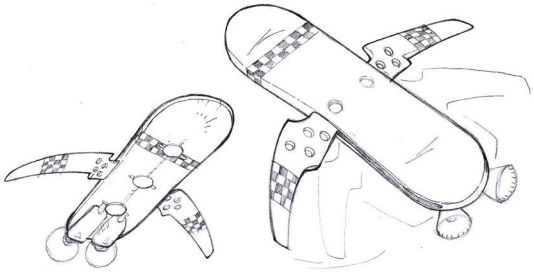


As the player falls through the sky, formations of rings and various air-based gameplay elements come into view. Some elements will require simple navigation to get to while other elements will require specific moves or tricks. The player needs to keep an eye on their altimeter which shows the current height above the ground as well as the speed of descent. When the altimeter gets below a specific height, the player will need to release their chute and pick a landing spot.

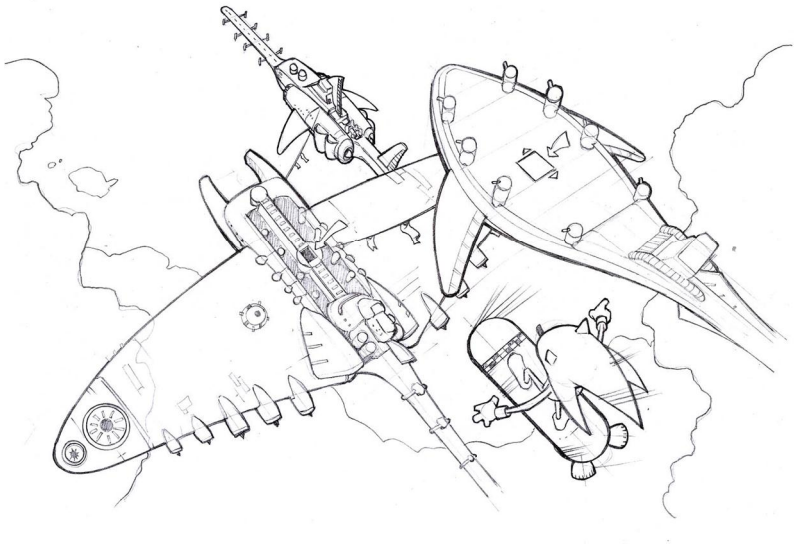
The Skyboard has the following features:

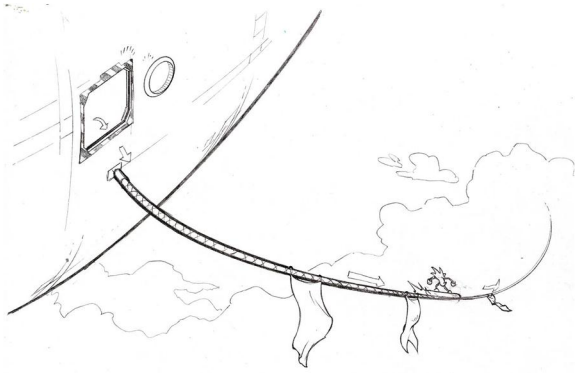
- **AIR FOILS:** The airfoil will automatically deploy when the player enters wind currents or performs specific moves. It enables the player to perform moves with a higher degree of accuracy since the player is moving slower.

- **MAGNETIC RAIL:** Magnetic rails on the underside of the board allow the player to attach to metal surfaces and grind on them.

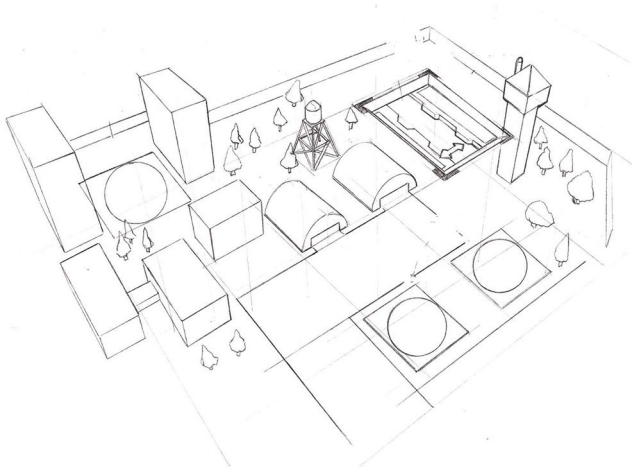


SKYBOARD COURSE: FLEET SKY

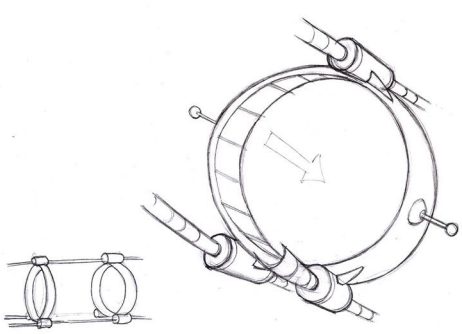


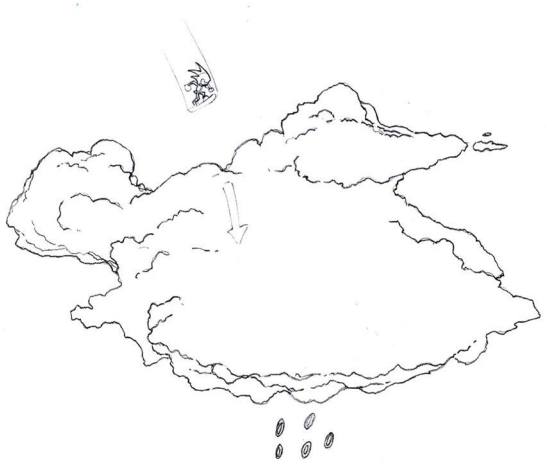


Against a backdrop of azure skies and fluffy, white clouds; hundreds of contrails etch complicated paths in the sky as the great Earth Defense fleet passes by. The course starts on the conning tower of the fleet super carrier Monarch soaring high above the Earth in the stratosphere. The player jumps off the conning tower falling immediately through an open cargo hold and then out the bottom of the ship into open sky. As the player falls through the sky, they will pass through other ships in the fleet as well as colorful contrails and vast cloud structures. The player can grind on giant festooned cables that are rigged up between ships with colorful banners hanging from them. The ground floor of the level is a military base nestled between monument valley type rock structures. Easy landing points are located all around the based while more difficult landing points are on the surrounding, sheer, vertical landscape.



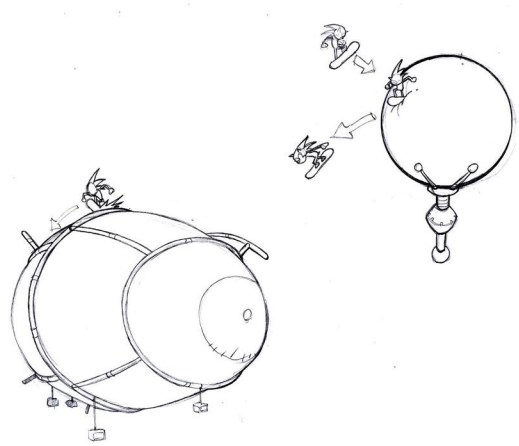
ACCELERATOR HOOPS: Accelerator hoops float in the air suspended by magnetic rings. The middle of the accelerator hoop has a spherical trigger volume that causes the player to pick up speed when they go through it. Accelerator hoops can be chained together to pick up increasing amounts of speed.





CLOUD LAYERS: Cloud layers can be wispy, stormy or vaguely shaped like animals or other formations. Cloud layers can hide rings and wind currents. If cloud layers are used during nighttime drops, city lights, spot lights, and other elements can be seen lighting up the clouds. Clouds can also be used to hide transitions between different levels of detail on the ground.

HOT AIR BALLOONS: Hot air balloons are of varying sizes, shapes, and colors. There are different elements on the balloon for the player to interact with. When the player hits a vinyl surface, the surface will temporarily deform on impact and bounce the player back in the opposite direction. Some of the balloons have zeppelin-like, metal girder exoskeletons. Sonic can grind on these with his magnetic rails. Hanging from underneath the balloons are RING CONTAINERS which the player can get to by navigating to the underside of the balloon. These will hang down a sufficient distance to allow the player to get around the balloon without getting caught up on the collision.



METEOR STORMS: Periodic meteor storms appear around the player in the form of fast moving, streaks of rock and compressed gas that are a little larger than the player. The player can anticipate their arrival by looking for the meteor's light source on different course elements.

SKY TRAFFIC: Sky traffic moves on pre-determined paths. The player has to avoid sky traffic by weaving in and out of the patterns. Sky traffic comes in all sizes from tiny airplanes to huge jumbo jets to space shuttles to UFO's. The player cannot skitch on any of this sky traffic.

TAILS AIRPLANE: Tails' airplane will enter in on a predetermined animation path and fly a pattern giving the player an opportunity to skitch behind it. While skitching, the player has to push LEFT / RIGHT on the D-PAD or the LEFT ANALOG to stay behind the plane. If the BALANCE METER goes too far over to one side then the player will disconnect and Tail's plane will fly away. Skitching on Tails' airplane will take the player to bonus formations of rings or other areas that the player couldn't normally get to.

WIND CURRENTS: Volumetric triggers of any size or orientation that contain values for generating currents that will add to the player's movement in any give direction. When a wind current is in view, the player will see animating textures and particle effects that indicate the direction and size of the wind current. When the player enters the wind current, Sonic's Skyboard will extend air foils which will enable the player to maneuver within the current.

WIND FUNNEL: The Wind funnel is a natural airborne element similar to a tornado. The player can see an area of distortion with an entrance point that is sucking in particles. The outer edge of the funnel is rotating. When the player enters, they go into a forward dive and the camera moves into a position immediately behind them. The player's controls are now slightly modified so that and left and right movement takes the player around the inside of the funnel. Rings can appear in the funnel for the player to collect as well as hazardous obstacles that have been caught up in the funnel and must be avoided.

FLEET SKY COURSE 1:

In this course, the Earth Defense Fleet is in a loose, vertical formation. Large fuel ships that are cruising along with the fleet are refueling several of the airships. The day is overcast and fairly glum with the exception of occasional rays of light that break through the clouds. On the way down, the player passes through several different zones:

1. Gray cloud cover. Ring patterns.
2. Top fleet lair. Several ships in a holding pattern with fuel ships in tow.
3. Gray cloud cover with ring patterns. Various flag adorned cables extend down through the clouds from one set of ships to another.
4. Middle fleet lair. A V formation of ships with one large central ship.
5. Central ship interior.
6. Lower fleet lair.
7. Gray cloud cover.
8. Military base landing areas. Novice arrangement / medium points.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	500 Rings.	500,000	500	Track player's time to complete.
SILVER:	Grind the big pipeline.	500,000	100	Track player's time to complete.
GOLD:	Checkpoints.	1,000,000	100	Track player's time to complete.

SILVER MEDAL CHALLENGE: The big pipeline extends from a main fueling ship and connects to several ships below. The entire pipeline forms a roller coaster-like grind surface that weaves and winds through and around various ships.

GOLD MEDAL CHALLENGE: A series of checkpoints form a circuit that is tight with the different fleet formations. The player will have to through and around the fleet to get to all the checkpoints. Some checkpoints will even be attached to paths so that they are in motion and harder to hit.

FLEET SKY COURSE 2:

Under a full moon and a small meteor storm, the fleet is crosschecking different computer systems by flying formations. Far down below, the player can see the lights of the military base faintly through cloud layers. Closer to the player are the different fleet formations which are also lit, but much more brightly. The player can anticipate upcoming patterns by watching the lights approach from the distance.

On the way down, the player will enter an area known as the Great Cloud Hall. The Great Cloud Hall is a chamber within a cloud lair. All the surfaces are made from ethereal cloud layers. A strong current whips around the walls and across the floors. If the player can navigate the different currents successfully, then they can clean up on huge patterns of rings.

The player passes through several different zones:

1. First fleet pattern. V formation. Ring patterns.
2. Dark cloud layer with ring patterns.
3. Second fleet pattern. Hoop formation with rotation. Ring patterns.
4. Dark cloud layer opening up into the Great Cloud Hall interior. Ring patterns.
5. Third fleet pattern. Split maneuver. Ring patterns.
6. Dark cloud cover.
7. Military base landing areas. Hard landing area with various landing point values.

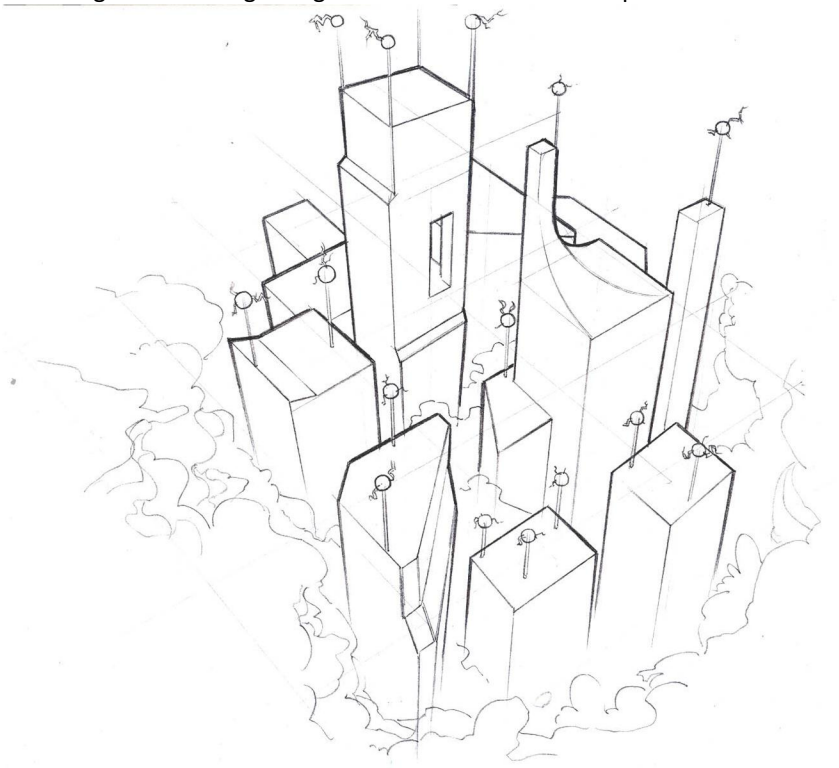
GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 2,000,000 points.	2,000,000	200	Track player's time to complete.
SILVER:	Collect 800 rings in the Great Cloud Hall.	300,000	800	Track player's time to complete.
GOLD:	Grind the three formation flag lines.	500,000	200	Track player's time to complete.

SILVER MEDAL CHALLENGE: The player must ride very wind currents to remain inside of the Great Cloud Hall. Numerous ring patterns are set up all around the area. Some act buoyantly when they're located within currents.

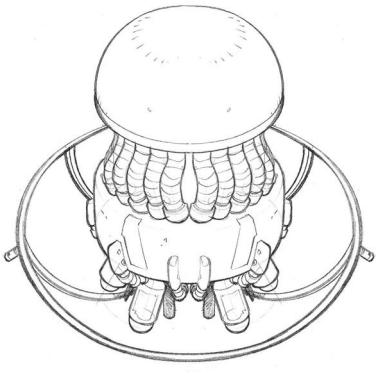
GOLD MEDAL CHALLENGE: Each of the formations is linked by flag lines for added coolness during their maneuvers. The player must grind each of the flag lines from one end to the other. Some of the lines pass through the interiors of ships as well as hugging the outside of other ship elements (conning towers, arrays, etc.).

SKYBOARD COURSE: STORM CITY

Mysterious electrical clouds are laying waste to Storm City. The player starts on the deck of the scientific vessel Darwin high above the upper layers of stormy cirrus and cumulus clouds that are obscuring the ground with dark, phosphorescent colors. Flashes of lightning light up the clouds showing different routes to go. Deep within the storm clouds are CLOUD SEEDERS which are generating the power to create and electrify the clouds. Like moths to a flame; phosphorescent ghostly, airborne creatures haunt the clouds gathering around the activity of the cloud seeders. The ground floor of the level is Storm City itself. It's a dense cluster of buildings with varying heights and sizes that the player can land on. The player must be careful to avoid buildings that have lightning conductor structures on top.



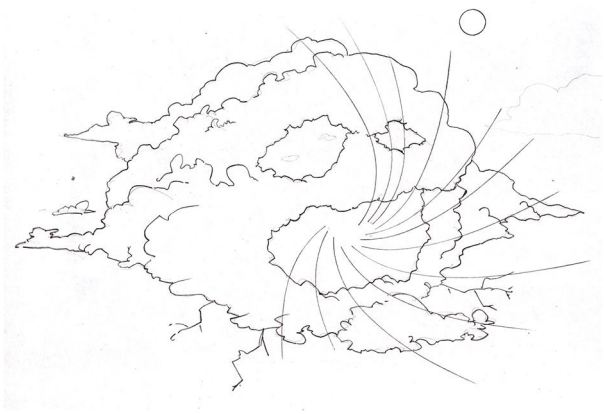
CLOUD FLOATERS: Cloud Floaters are phosphorescent creatures that live in storm clouds. They're attracted to lightning and CLOUD SEEDERS like moths to a flame. The player must be careful not to come into contact with them because their fragile form will explode and disperse a huge lightning charge. The player can use the floaters to their advantage in locating Cloud Seeders. Since the storm clouds are dark (except when lit by lightning), the player may have a hard time locating all the Seeders. By keeping an eye out for the eerie glow of Floaters, the player can track down Seeders.



CLOUD SEEDERS: These machines float around in clouds and disperse different chemicals and electrical charges to create storm clouds. The player can destroy a Cloud Seeder by grinding on the anti-gravity buoyancy structure that is set up around the Seeder like a rail. However, the player does have to make sure that the Seeder isn't active when they do this or they will take damage.

LIGHTNING PANELS: Lightning panels absorb lightning rather than creating it like the Cloud Seeders. The panels can be linked together to make much larger surfaces. The frame of each panel can be grinded while the actual surface is treated like a ramp. The player must be careful not to come into contact with the panel while it is charging up. A graphical, energy effect will appear on the surface when it is charging. When the player grinds on the panel, sparks should shoot up as they move along.

THUNDERHEADS: Thunderheads are clouds that have a distinct, anthropomorphized face on them. Dark purple Thunderheads blow out intense wind currents. Dark green Thunderheads inhale and pull the player in if they're close enough. Once a Thunderhead has performed one action, it switches to the opposite action on the next cycle. This allows the player to get sucked in, collect embedded rings, and then get blown out again.



STORM CITY COURSE 1:

This first Storm City course takes place in the early hours of the morning. The sun is just peeking over the horizon slightly illuminating a steady downpour of rain. Ball lightning lights up the clouds all over the course. Within the course are different setups of scientific equipment measuring the power of the storm. Cloud Floaters attracted by the lure of pure electricity gather around different elements within the cloud layers. Half way down the course is another cloud chamber. This one is occupied by the Grand Floater which is a super size Cloud Floater about ten times the size of the player.

The player passes through several different zones:

1. Lightning panels with ring patterns.
2. Dark cloud layer with ring patterns.
3. Open sky with huge arcs of electricity. Weather balloons.
4. Dark cloud layers with Lightning Panels. Ring patterns.
5. Dark cloud layer. Ring patterns.
6. Top city level. Clouds obscure the depths. Easy, low point value landing areas.
7. Middle city level. Clouds further obscure the depths. Hard, medium point value landing areas.
8. Bottom city level. Very difficult landing areas with high point values.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Collect 500 rings.	500,000	500	Track player's time to complete.
SILVER:	Grind all the Lightning Panels.	1,000,000	100	Track player's time to complete.
GOLD:	Chase the Grand Floater	500,000	500	Track player's time to complete.

SILVER MEDAL CHALLENGE: The Lightning Panels are set up in formations which allow the player to ride them. Some parts of the pattern are in moving patterns / rotations due to intense wind currents.

GOLD MEDAL CHALLENGE: The Grand Floater moves around on a preset pattern that coils in on itself in complicated loops. The Grand Floater's pattern is difficult to follow, but it can be done. As the Grand Floater moves on its pattern, rings appear behind it. The player needs to collect 500 of these rings.

STORM CITY COURSE 2:

This level is very dark since the storm is in full effect. The wind currents in the level are all amplified by a magnitude of at least two times. Thunderheads are located all over the level which try to both inhale the player as well as blow them drastically off course. Within the storm clouds are Cloud Seeders sending off huge arcs of electricity which the player must avoid. Cloud Floaters are abundant along the course, attracted by all the lightning activity.

The player passes through several different zones:

1. Open sky. Ring patterns. Storm raging in clouds below.
2. Storm cloud layer. Lightning. Ring patterns.
3. Open sky with huge arcs of electricity. Cloud Floaters.
4. Dark cloud layers with Cloud Seeders and Cloud Floaters. Ring patterns.
5. Dark cloud layer. Storm fully raging. Cloud Floaters. Ring patterns.
6. Top city level. Clouds obscure the depths. Easy, low point value landing areas.
7. Middle city level. Clouds further obscure the depths. Hard, medium point value landing areas.
8. Bottom city level. Very difficult landing areas with high point values.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 3,000,000 points.	3,000,000	200	Track player's time to complete.
SILVER:	Collect 1000 rings.	500,000	1000	Track player's time to complete.
GOLD:	Destroy 20 Cloud Seeders.	500,000	200	Track player's time to complete.

GOLD MEDAL CHALLENGE: There are well over 20 Cloud Seeders on the course, but the player only has to get 20 in order to complete that part of the challenge. Any additional Seeders will be added as bonus scores at the completion of the course.

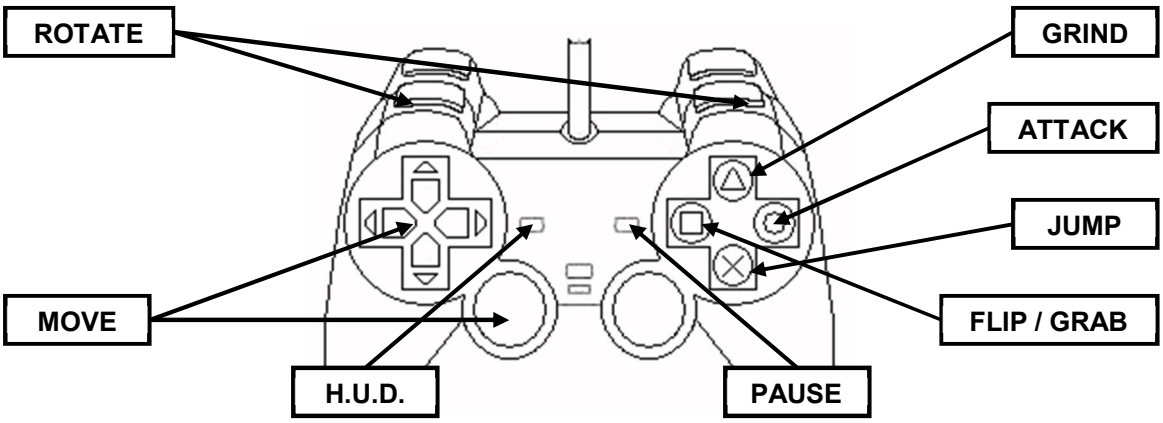
EMERALD ROUND: JUGGERNAUT

Doctor Robotnik has constructed a big, ultra-sport robot in orbit around Earth. The robot's codename is Juggernaut and Robotnik plans on using the robot to enter the competition and unfairly win all the chaos emeralds.

At the beginning of the round, the player's character is falling through the sky collecting rings as usual. Within seconds, a glow envelops the screen as Juggernaut falls just past the player and into gameplay. Juggernaut is a large robot (about 10 times the size of the player). The player can trick off of various elements on its armor. The robot retaliates by passing through storm clouds and gathering electricity. At this point, it will fly ahead of the player out of range and attack with electrical bolts. The player must maneuver to avoid the oncoming bolts. While Juggernaut attacks, its armor is covered in various electrical effects. Once it's finished with the cycle, it goes back into drop mode where the player can attack again.

At the bottom of the course, if the player has inflicted enough damage, Juggernaut will fall out of sky and crash into the earth below. The player then has to make a challenging landing to get the Emerald. If the player doesn't defeat Juggernaut, then Juggernaut lands and grabs the Emerald.

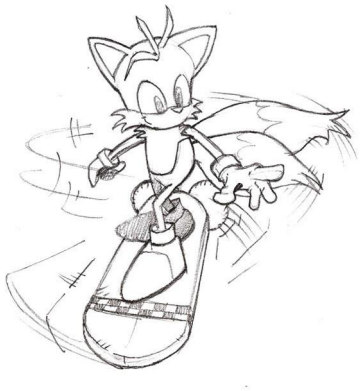
CONTROLS:



CHARACTER:	MOVE:	PLAYSTATION 3:	POINT VALUE:
ALL	**MOVE**	D-PAD / LEFT ANALOG	N/A
ALL	**BRAKE**	↓ D-PAD / LEFT ANALOG	N/A
ALL	**OLLIE (JUMP)**	X BUTTON	N/A
ALL	**DOUBLE OLLIE (JUMP)**	X BUTTON TWICE	N/A
ALL	**GRIND**	Δ BUTTON ON EDGE OR RAIL	X POINTS EVERY SECOND
ALL	**PLANT**	Δ BUTTON AT EDGE	X POINTS EVERY SECOND
ALL	**FLIP / GRAB**	ڤ BUTTON (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #1**	ڤ BUTTON + ↑ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #2**	ڤ BUTTON + ← (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #3**	ڤ BUTTON + ↓ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #4**	ڤ BUTTON + → (in air)	X POINTS
ALL	**ATTACK**	O BUTTON	X POINTS FROM INTERACTION
ALL	**ROTATE**	L1 AND R1 SHOULDER BUTTONS	N/A
ALL	**MANUAL**	↑ ↓ D-PAD / LEFT ANALOG	X POINTS EVERY SECOND
ALL	**OLLIE (or DOUBLE) ATTACK**	X BUTTON (or X BUTTON TWICE) + O BUTTON	X POINTS FROM INTERACTION
ALL	**GRIND ATTACK**	Δ BUTTON + O BUTTON	X POINTS
ALL	**FLIP / GRAB ATTACK**	ڤ BUTTON (in air) + O BUTTON	X POINTS
SONIC	**SP ROLL: SAYONARA**	Δ BUTTON + R2	X POINTS
SONIC	**SP DIVE: JACK KNIFE**	ڤ BUTTON + R2	X POINTS
SONIC	**SP TRICK I: IMMELMAN TURN**	Δ BUTTON + R1	X POINTS/SEC
SONIC	**SP TRICK II: ½ CUBAN EIGHT**	ڤ BUTTON + R1	X POINTS/SEC
SHADOW	**SP ROLL: DEADMAN'S CURVE**	Δ BUTTON + R2	X POINTS
SHADOW	**SP DIVE: FALLAWAY**	ڤ BUTTON + R2	X POINTS
SHADOW	**SP TRICK I: HAMMERHEAD STALL**	Δ BUTTON + R1	X POINTS/SEC
SHADOW	**SP TRICK II: INVERTED FLIGHT**	ڤ BUTTON + R1	X POINTS/SEC
AMY	**SP ROLL: WING-BREAKER**	Δ BUTTON + R2	X POINTS

AMY	**SP DIVE: HIT THE DECK**	ڤ BUTTON + R2	X POINTS
AMY	**SP TRICK I: KNIFE EDGE**	Δ BUTTON + R1	X POINTS/SEC
AMY	**SP TRICK II: LOOP MANEUVER**	ڤ BUTTON + R1	X POINTS/SEC
CHARMY	**SP ROLL: SNAP 'N ROLL**	Δ BUTTON + R2	X POINTS
CHARMY	**SP DIVE: GAUGE CRUSHER**	ڤ BUTTON + R2	X POINTS
CHARMY	**SP TRICK I: SLOW ROLL**	Δ BUTTON + R1	X POINTS/SEC
CHARMY	**SP TRICK II: SPLIT "S" MANEUVER**	ڤ BUTTON + R1	X POINTS/SEC

BASIC MOVEMENT: This controls the player's basic lateral movement. The player's vertical movement is based on their initial velocity plus any other moves (forward thrust or brake thrust for example). Movement is used to navigate the playable area of the sky in order to line up with gameplay elements or avoid hazardous obstacles. The player can rotate their orientation as they fall by using the left and right shoulder triggers.



FLAT SPIN: The player and their board spin around like a propeller. If the player pulls off either cartwheel move and then presses flat spin as they get upside down, they can perform this move inverted. The flat spin move causes the player to hover in the sky and drop much more slowly due to the propeller-like action of the move. The left flip and right flip are variations where the player goes into a barrel roll to the left or right.

FORWARD / REVERSE CARTWHEEL: This move will cause Sonic to grab the front or back of the board which puts the player into a cartwheel move. The forward cartwheel will accelerate the player down while the reverse cartwheel will slow the player up. This move is similar to the manual in any other skateboarding game. Use this move to help chain together other moves.

FORWARD THRUST: In this move, the front of the board is pushed down and the player goes into a nosedive gaining significant speed. If the player has a FUEL CELL, this move will radically accelerate the player causing speed blurs to emanate from the player and the camera to go into a severe, fish eye lens mode.

AIR BRAKE: In this move, the back of the board is pushed down and the player slows down the speed of their descent. If the player has a FUEL CELL, this move will cause the player to gain altitude.

POWER SLIDE LEFT / RIGHT: The player does a quick lateral move which is good for avoiding oncoming, hazardous obstacles or catching rings or pickups that may be just out of reach.

SKITCH: This move is used to hook on to the back of Tails' plane.

ONE FOOT: The player stands on one leg and precariously balances. The player has to keep an eye on their balance meter to make sure that they don't bail.

HAND STAND: The player flips upside down into a handstand on the Skyboard. Like the one foot move, the player has to keep any on their balance meter and adjust their balance to make sure they don't bail.

GRIND: If the player uses this move on a rail or edge, they will skate across the surface of the object kicking up sparks and scoring points. Many rails are densely decorated with rings and other pickups.

CHUTE RELEASE: The player must keep an eye on their altimeter. When the player reaches the YELLOW zone, they can release their chute and they have the opportunity to leisurely drop and pickup any remaining rings. When the player reaches the FLASHING RED zone, they are experiencing their last opportunity to release their chute. The closer the player is to the ground, the more bonus points they pick up. Once the chute is released, the player's only available moves are basic steering.

DIRTBOARDING:

TEAM SONIC	TEAM DARK	TEAM ROSE	TEAM CHAOTIX
TAILS	ROUGE	CREAM	ESPIO

Dirtboarding uses a new form of skateboard called a "Dirtboard" to navigate skate park-like courses that have elements of off-road driving in them. Using its big, knobby tires, the player can use a Dirtboard to can climb up steep dirt and rock surfaces much like a dune buggy or ATV. The player levels are a mixture of circuit courses and free-roaming skate park areas. The camera is placed behind and slightly above the player to offer a good view of the character, the environment, and upcoming gameplay assets and objectives. During special moves and other gameplay situations, the camera will temporarily move to a more dynamic position to show the action unfolding, then swing back again to the normal perspective.

The Dirtboard has the following features:

- **TRACKS:** The player's board can extend tracks that help it get across muddy surfaces quickly. Without the tracks, the player's Dirtboard will move sluggishly through mud. As the player moves through the mud, the board's tracks should kick up jets of mud behind them.

- **KNOBBY TIRES:** Knobby tires on the player's board will allow them to cruise up and around on completely vertical surfaces that are made from mud. These surfaces will have a dark color to them which differentiates them from less porous surfaces like rock or hard packed clay. The player can only climb on mud surfaces.

DIRTBOARD COURSE: BLAST CANYON

Blast Canyon is a gigantic Dirtboard Park built in and around a large construction project. At various times there are three gameplay zones that can be accessed: cliff and mesa, ground level, and mechanical excavations. The cliff and mesa zone consists of various types of cliff dwellings, tunnels, mesa tops, and even pathways carved into the cliff face by the passing of excavation machinery. The ground level is made up of skate park style elements, such as: ramps, half pipes, bowls, rails, etc. The excavation zone consists of natural and manmade tunnels, some of them still under construction with various types of machinery. The entire level looks more Mars-like than Earth-like with its red / fuchsia checkerboard motif and strange rock formations.

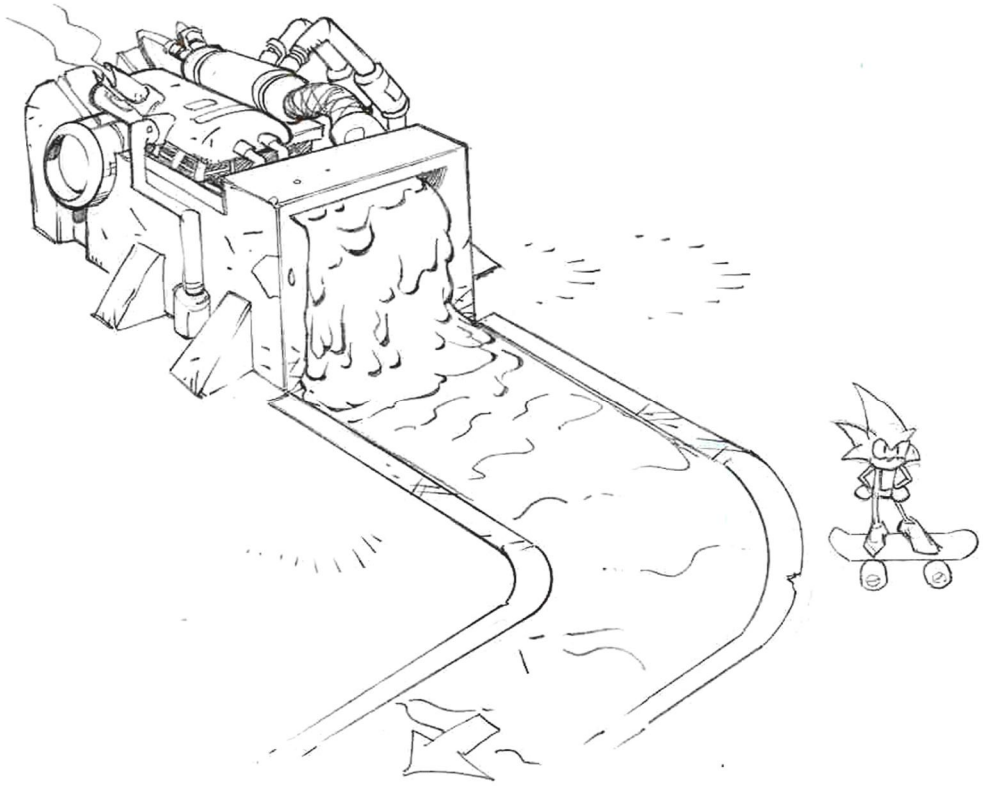
CLIFF DWELLINGS: Cliff dwellings are recessed into the sides of canyons. The player must trick up onto a grinding edge that defines the lower level of the cliff dwelling. Once up there, the player is free to remain on that level, or to attempt to trick, ramp, or climb up to additional levels that are stacked above. Various types of adobe wall are present within the cliff dwellings.

DYNAMITE GULCH: This entire area is honeycombed with mining explosives. Dangerous areas are designated by yellow / black striped warning tape. All dynamite areas are set up so that any contact by the player will cause them to explode after a short delay. Some areas are set up to explode on timers.

GEYSERS: Geysers shoot up giant spouts of water from underground wells. Before a geyser blows its top, steam will appear. If the player is on top of a geyser when it blows they will be propelled up into the air. This is a convenient device for reaching secret areas that are normally too high to get to.

MINE TRACKS: Mine tracks can be flush with the ground or elevated. When elevated, trestles of varying heights keep them in the air. Although well made from various alloys, some parts of the track system are unstable due to shifts in the landscape. Some sections of the elevated portions have collapsed, leaving areas for gap tricks or transfers from one rail to another.

SLUDGE PUMPS: At various points on the course, the player will encounter sludge pumps that are used to pump water and muck up from inside underground areas. The pumps dispense this thick, fluid mud into tracks built into the ground. If the player comes into contact with this fast moving sludge, they will be taken around the sludge track.



UNDERGROUND ENTRANCES: The entrances to mine shafts, archaeological digs, and burial grounds are built into portions of the hills. These entrances must be tall enough to allow the player to enter while jumping or grinding on a mine track. Most of the mine passages are dark, sporadically lit by either torches or by natural light that comes in from breaks in the ceiling.

BLAST CANYON COURSE 1:

The first course in Blast Canyon takes place during the late afternoon to capture the rich colors of the setting sun and the lens flares generated by its dying rays. The high tech angles of various machines and buildings stand out against an environment carved from striated rock and sandstone aglow with saturated colors. Most of this course runs through rocky ground although some secret areas require the player to open BONUS GATES.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 250,000 points in 1 minute.	250,000	100	Countdown from 1 minute.
SILVER:	Collect 300 rings	300,000	300	Track player's time to complete
GOLD:	Fastest Grind / Ollie across all six underground mine track gaps	400,000	100	Track player's time to complete

GOLD MEDAL CHALLENGE: The underground mine track rails begin outside one of the mineshaft entrances. Pea gravel and mine tailings cover a 10-foot radius inside of the underground area and then the tracks jut out over areas where the floor was excavated away. From this point on, until the tracks exit out of another opening in the cliffs, there are only islands of solid ground. Everything else is dug away. Along the way, the track twists around serpentine fashion, but remains a single route. The player must anticipate six gaps that occur, successfully jumping across them to continue on the other side. The last two gaps are wider and the player must also time their jump to avoid hitting a timber that's swinging on a rusty chain from the shadowy roof above.

BLAST CANYON COURSE 2:

The second course in Blast Canyon takes place at high noon with a full sun blasting the terrain and the parched wooden buildings. Colors that were so rich before are now bleached like dried bones. Heat waves ripple in the distance, making the player's eyes water as though they were viewing the scene through a blowtorch filter.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 500,000 in 1 minute.	300,000	200	Countdown from 1 minute.
SILVER:	Follow runaway coring machine; Collect 600 rings in the fastest time.	300,000	400	Track player's time to complete
GOLD:	Drain the sludge pit and collect 600 rings in less than 60 seconds	400,000	600	Countdown from 60 seconds.

SILVER MEDAL CHALLENGE: The huge coring machine roars to life next to the player at the start of this challenge. In a flash it takes off, sprinting across the terrain and tearing holes in anything that gets in its way. The player must attempt to keep up with the coring machine since it is spewing out rings as it digs. If the player doesn't keep up with the coring machine, it's possible they will lose the machine's trail and not be able to collect enough rings to meet the challenge.

GOLD MEDAL CHALLENGE: There are six sludge pumps positioned around a deep pit. The pumps are splashing large amounts of sludge into the pit. There are no rings in the immediate vicinity of the pumps. If the player attempts to go into the pit to explore for rings, they are re-spawned at a nearby spawning point. The object of the challenge is for the player to do a trick on or over each of the sludge pumps to turn it off. Once all the pumps are turned off, the pit will drain of its sludge, revealing more than 600

rings. The player must use their tracks to move around inside the pit, but they should be able to account for 600 rings fairly quickly.

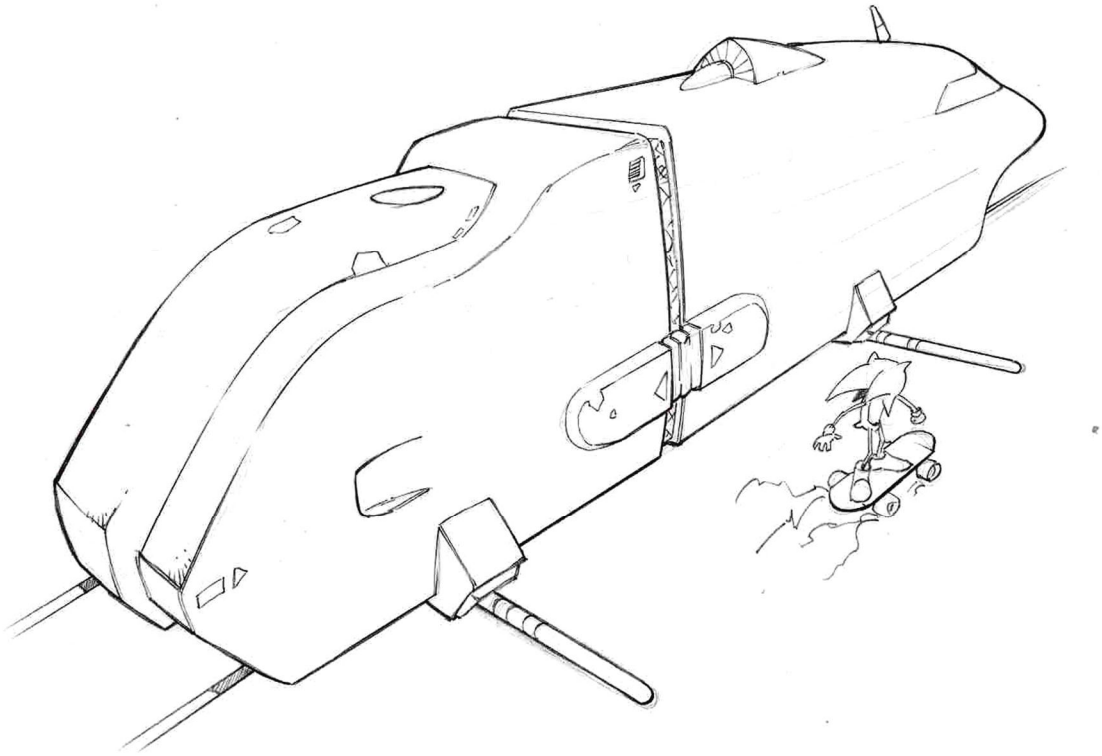
DIRTBOARD COURSE: BASE ZERO

Base Zero is a military base deep within a petrified rainforest type jungle. The terrain is mostly dry and cracked except for areas where small river systems pump in water as part of a land terraforming project. The frozen, statue-like vegetation of the jungle is on a gigantic scale. Erosion accelerated by the movement of huge roots through the ground has created an extensive system of gullies and tunnels. Oversized branches and fronds provide access to higher areas while waterfalls transport the player down. The military buildings in the jungle occur in two different styles:

- **CAMOFLAGE:** The building is incorporated into the jungle background with a combination of environmental elements and texturing.

- **HI-TECH:** Sleek white and pale green buildings with a variety of geometric surfaces that are perfect for half pipes, ramps, and other skating elements.

PETRIFIED JUNGLE: All the different types of vegetation in the jungle are petrified and fossilized. They appear to be made from different types of stone surfaces. Some are marbleized; others are stylized with different grooves and other repetitive patterns. Moss and grass covered freeways extend up and around trees sometimes going straight through them via large tunnels bored in the trunks. Grass causes the player to slow down by 25%. Moss is slippery and can accelerate the player by 50%.



RAIL SYSTEM: The rail system moves around the level at high speed ducking in and out of the environment. The trains are small and sleek and have structures sticking out to the sides which resemble oversize curb feelers. If the player can grab onto the train as it passes by, they will be taken all over the level for as long as they can hold on. The action makes use of the balance meter to keep the player on the

curb feeler. As the player becomes more unbalanced, they slide along the feeler towards the end. Eventually, unless their balance improves, they will fall off the train.
WATERFALLS: Waterfalls are vertical currents that accelerate the player downwards towards the floor. At the floor level (or wherever the waterfall ends), the ground resolves to a half pipe and vertical. The half pipe has a grate built into it so that the water keeps flowing down beyond the gameplay area. Water splashes on the half pipe and grate.

BASE ZERO COURSE 1:

This course takes place at night. A full moon is in the sky with a giant moondog (large, glowing, concentric rings around the moon) around it. Different types of lichen and mosses growing from the petrified forest glow with a phosphorescent light. On a clear night like tonight, many things happen in the sky: meteors streak over, strange alien lights fly patterns, colorful coronas appear like the aurora borealis, etc.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 600,000 points in 1 minute.	600,000	100	Countdown 1 minute.
SILVER:	Collect 500 rings on the midnight express.	500,000	500	Track player's time to complete
GOLD:	Ride the falls.	1,000,000	300	Track player's time to complete

SILVER MEDAL CHALLENGE: The player must catch a ride on the base train system and take it on one full loop of the course. Various types of insects attracted by the train's light fly about the train with the potential to knock the player off.

GOLD MEDAL CHALLENGE: A large cul de sac in the jungle is home to a nexus of waterfalls. The player can ride up the waterfalls and do air tricks off of half pipe verticals. There are nine waterfalls. When the player successfully pulls off a trick on a waterfall, a TRICKBOT will appear to let the player know which goals have been completed. Occasionally, surges will move through the rivers that feed the waterfalls and the pressure will destroy any Trickbot in the way. The player must have all nine Trickbots active to complete

BASE ZERO COURSE 2:

This course takes place during a daytime sandstorm. The visibility is not great and certain canyons and thoroughfares are conducive to terribly strong wind currents. In order to get around the environment successfully, the player will have to learn which currents push the player towards which area. Manmade tunnels offer cover from the storm as well as surfaces that will allow the player to get back up to higher levels. Periodically, the storm will resolve itself into an eye. Within the eye, there are no currents and everything is eerily still.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 600,000 points in the dust bowl.	600,000	300	Track player's time to complete
SILVER:	Collect 500 rings.	300,000	500	Track player's time to complete
GOLD:	Activate dust intake system in three minutes.	500,000	200	Countdown from 3 minutes.

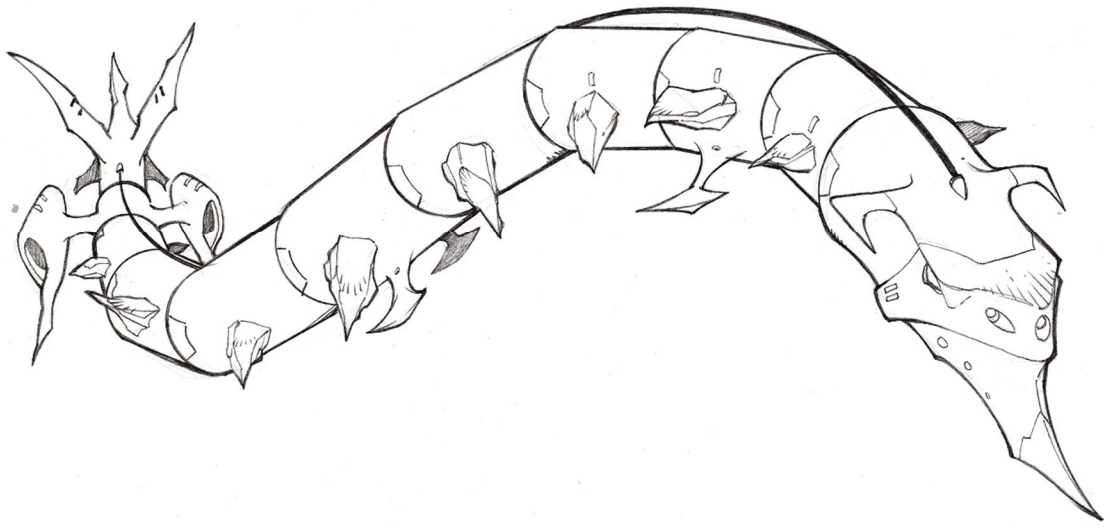
BRASS MEDAL CHALLENGE: The player must locate the dust bowl which is in the top of one of the mesas in the jungle. The dustbowl is in a permanent eye, so there are no currents unless the player gets out of the bowl.

GOLD MEDAL CHALLENGE: The player must locate 15 intake systems around the course. To activate them the player needs to grind over a set of giant, curved gears out front of the intake. The intake will clear an area of dust, but also create an intake current which can suck the player too close where they will take damage.

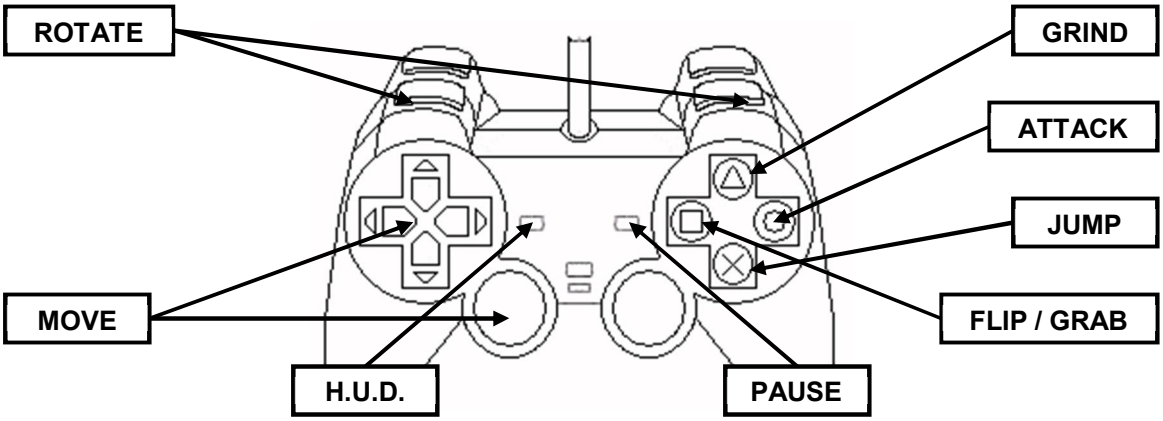
EMERALD ROUND: SAND DRAGON

A highway is being constructed between an arrangement of five mesa landmasses that are in the middle of a vast quicksand ocean. Two of the mesas are set up with rings and powerups for the player. These mesas are in the middle of the arrangement. Around the outside are the remaining three mesas which are connected by sections of highway that are only partially developed. Some sections of road are built, while other sections are nothing by exposed girders where finished elements will later appear.

The Sand Dragon is yet another Robotnik creation. It resembles a giant, long, sand colored eel. Colorful and sharp geodes are embedded in its armor. Along its back is a single huge grind rail that runs the length of the Dragon. The Sand Dragon follows a path that takes it all around the different mesas in pursuit of the player. If the Sand Dragon comes in contact with the player, they will get knocked back and take damage. In the worst case scenario, the Sand Dragon will knock the player off the mesa completely into the quick sand below. In order to defeat the Sand Dragon, the player must catch air and trick up onto the grind rail on the Dragon's back. Grinding down the rail will inflict damage. The player must be careful to get off the Dragon when it is heading over the edge of a mesa to the quicksand. Each time the Dragon takes a certain amount of damage, it will molt a layer of shield. The player must watch out for the chunks of shield left behind. Contact with any of the chunks will result in damage. These chunks will dissolve over time.



CONTROLS:



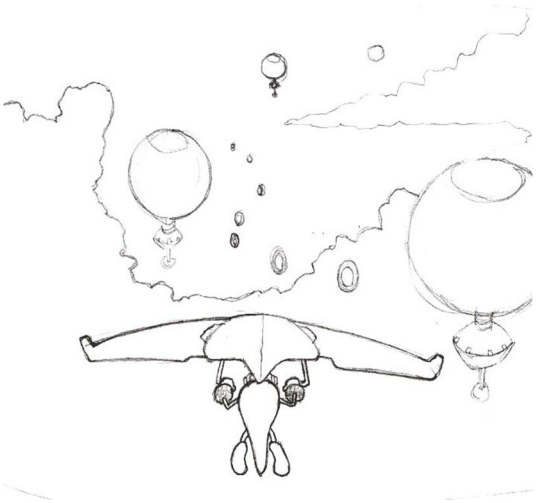
CHARACTER:	MOVE:	PLAYSTATION 3:	POINT VALUE:
ALL	**MOVE**	D-PAD / LEFT ANALOG	N/A
ALL	**BRAKE**	↓ D-PAD / LEFT ANALOG	N/A
ALL	**OLLIE (JUMP)**	X BUTTON	N/A
ALL	**DOUBLE OLLIE (JUMP)**	X BUTTON TWICE	N/A
ALL	**GRIND**	Δ BUTTON ON EDGE OR RAIL	X POINTS EVERY SECOND
ALL	**PLANT**	Δ BUTTON AT EDGE	X POINTS EVERY SECOND
ALL	**FLIP / GRAB**	ف BUTTON (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #1**	ف BUTTON + ↑ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #2**	ف BUTTON + ← (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #3**	ف BUTTON + ↓ (in air)	X POINTS
ALL	**FLIP / GRAB MOVE #4**	ف BUTTON + → (in air)	X POINTS
ALL	**ATTACK**	O BUTTON	X POINTS FROM INTERACTION
ALL	**ROTATE**	L1 AND R1 SHOULDER BUTTONS	N/A
ALL	**MANUAL**	↑↓ D-PAD / LEFT ANALOG	X POINTS EVERY SECOND
ALL	**EXIT HALFPIPE**	↑ D-PAD / LEFT ANALOG AT TOP OF RAMP / HALFPIPE	N/A
ALL	**OLLIE (or DOUBLE) ATTACK**	X BUTTON (or X BUTTON TWICE) + O BUTTON	X POINTS FROM INTERACTION
ALL	**GRIND ATTACK**	Δ BUTTON + O BUTTON	X POINTS
ALL	**FLIP / GRAB ATTACK**	ف BUTTON (in air) + O BUTTON	X POINTS
SONIC	**SP GRIND: FS 50-50**	Δ BUTTON + R2	X POINTS
SONIC	**SP GRAB: ROASTBEEF**	ف BUTTON (in air) + R2	X POINTS
SONIC	**SP AIR: SUITCASE AIR**	Δ BUTTON + R1	X POINTS
SONIC	**SP AIR: YODA AIR**	ف BUTTON (in air) + R1	X POINTS
SHADOW	**SP GRIND: FS CROOKED**	Δ BUTTON + R2	X POINTS
SHADOW	**SP GRAB: MELON**	ف BUTTON (in air) + R2	X POINTS

SHADOW	**SP AIR: SWISS CHEESE AIR**	Δ BUTTON + R1	X POINTS
SHADOW	**SP AIR: GREZ AIR**	ف BUTTON (in air) + R1	X POINTS
AMY	**SP GRIND: PRIMO GRIND**	Δ BUTTON + R2	X POINTS
AMY	**SP GRAB: STALEFISH**	ف BUTTON (in air) + R2	X POINTS
AMY	**SP AIR: TAIPAN AIR**	Δ BUTTON + R1	X POINTS
AMY	**SP AIR: CROAKER**	ف BUTTON (in air) + R1	X POINTS
CHARMY	**SP GRIND: HURRICANE**	Δ BUTTON + R2	X POINTS
CHARMY	**SP GRAB: INDY**	ف BUTTON (in air) + R2	X POINTS
CHARMY	**SP AIR: HALF LIFE**	Δ BUTTON + R1	X POINTS
CHARMY	**SP AIR: CROSSROCKET**	ف BUTTON (in air) + R1	X POINTS

HANG GLIDING:

TEAM SONIC	TEAM DARK	TEAM ROSE	TEAM CHAOTIX
KNUCKLES	OMEGA	BIG	VECTOR

The player is launched off the deck of the Royal Pteradon, a huge bird-like carrier that circles high above the hang gliding courses. Once the player has left the deck, the Royal Pteradon passes over, accelerates and roars off into the distance. Now the player takes control. Their sole means of transportation is the Sonic Glider, a hang glider modified with various gadgets to help the player build up big speed, do tricks, and score points. The player must use wind currents and gameplay objects to navigate through different types of terrain ranging from rugged mountains to fantastic cityscapes to vast expanses of ocean littered with islands.



The Sonic Glider has the following features:

- **SWING WINGS:** The Glider is equipped with variable geometry wings (aka: swing wings) that can be extended or retracted to slow down or speed up. This is done as a result of pushing forward (retract) or back (extend) on the left analog or D-PAD. When the player is moving slowly, they will descend slower but have more control over turns. If the player speeds up too much, they risk losing control and crashing into the ground or some other gameplay elements. The glider's height is maintained by hitting updraft currents. The player can always check the altimeter to see what their height is.

- **PAINTBALL SHOOTER:** The Sonic Glider contains one shooter above each wing (so they're visible to the player). Both shooters fire paintballs straight ahead of the Glider at a fixed point, but with an acceptable amount of gravity so they don't travel forever in a straight line. This makes it necessary for the player to get used to how the shots are going to travel as they play the game and hopefully become more accurate with their targeting and shooting. The player has a limited amount of ammo which is indicated as a new element on the H.U.D.

In order to finish a medal challenge in hang gliding, the player must complete the requirements of the challenge and then head for the finish / landing zone. Different areas with the finish / landing zone offer different challenges and different point values.

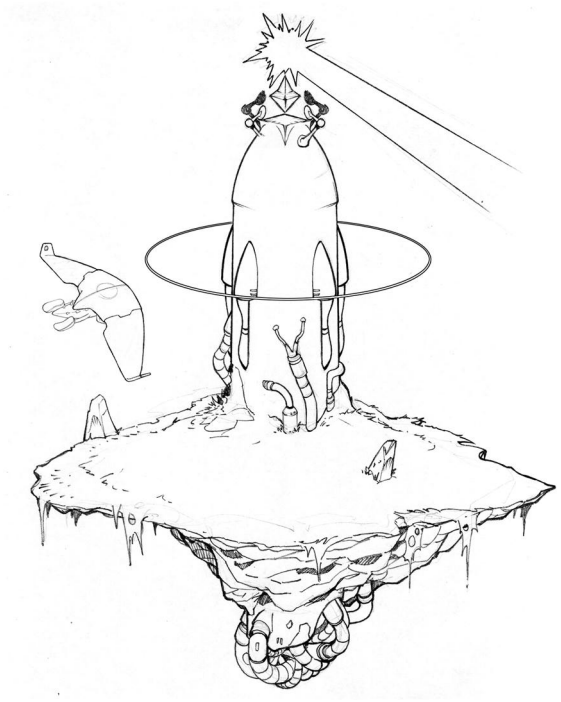
HANG GLIDING COURSE: AZURE ISLANDS

The Azure Islands are set amongst huge, white cloud formations. The islands are set up like a lush, grassy atoll in the sky with various buildings set up on them. Avenues and gardens are surrounded by giant, fronded trees and plants The islands are held aloft by magnetic generators which repel the islands from the Earth's surface. On the outskirts of the island chain are numerous wind power generators which are on smaller suspended islands. The player needs to stay at the vertical level of the islands or else they will drop down to the ocean below and lose a life. If they travel too high, they run the risk of getting slowed down by condensation and ice crystals in a cold cloud layer that's above the islands.

ICY CRYSTALS: Because the player is hang gliding so high in the sky, ice crystals can form in the atmosphere. The player must avoid eddies of ice crystals or risk having their hang glider weighed down

with ice. If the player flies directly through a swirling patch of icy crystals, the wings of the Sonic Glider take on an icy crust. If the player won't or can't leave the patch, they begin to drop quickly. Once the player leaves the crystal cloud, the ice begins to crack and fall off of the wings, allowing the player to more easily gain altitude again on a beneficial wind current or by using an Accelerator Hoop.

LIGHT HOUSES: Large towers are placed on the outer islands of the Azure Islands chain. These towers contain large refractors which pump out a bright beam of light out to the horizon. These lights will either be static or move on preset pattern (left / right or rotational). The player must be careful not to get in the direct path of the light because it will cause the screen to whiten out and make the environment difficult to see.



RING TRANSPORTER: This large cargo ship has numerous bulbs attached to its outer hull which are storage chambers for rings. The cargo ship flies a slow, lazy pattern through the Azure Islands. If the player comes into direct contact with a bulb or used their paintball cannon to hit it, the bulb will release rings into the atmosphere that will hover for a short amount of time in the air before dropping out of play.

SPORE CLOUDS: Spore clouds are roughly spherical with a thin, vapory shell. Within the shell, a swirling mass of colorful, luminescent spores (like glow in the dark confetti) is rotating. It starts slowly, but speeds up quickly. When it reaches a top speed, the cloud bursts and the spores are shot into the atmosphere in a big plume. The player must avoid the arc-like plume of spores.

WIND GENERATORS: Wind generators are giant, fans powered by wind currents that flow around the islands. On the receiving end, wind currents flow in at a quick rate. The player must avoid these intense areas of wind current or else they will get sucked into the fan and take damage. On the opposite side, the wind current blows out. Depending on the orientation of the fan, the player can get blown vertically or horizontally.

AZURE ISLANDS COURSE 1:

The first course in the Azure Islands takes place at dawn. The freshness of the sunlight tints the edges of clouds with a pastel glow. These islands are arranged in a horizontal layout with a finish area located at the center on a central island.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Score 500,000 points in 2 minutes.	500,000	200	Timer counts down from 2 minutes.

SILVER:	Get all checkpoints in 2 minutes.	200,000	200	Timer counts down from 2 minutes.
GOLD:	Collect 500 rings from the Ring Transporter.	500,000	500	Track player's time to complete

GOLD MEDAL CHALLENGE: The player has to chase the Ring Transporter all throughout the islands. Various wind generators will be set up to either side of the Transporter's path in order to keep the player on track. Shooting or running into the storage bulbs on the exterior of the Transporter will result in rings being dropped by the Transporter.

AZURE ISLANDS COURSE 2:

The second course in the Azure Islands takes place during a solar eclipse which casts the island chain in a highly saturated, sepia tone. The various buildings on the islands have warm lights lit up in windows and around towers. The islands are arranged in an inverted vertical pyramid shape. The finish area for the level is located on the very bottom island which is also the most precarious and dangerous to navigate.

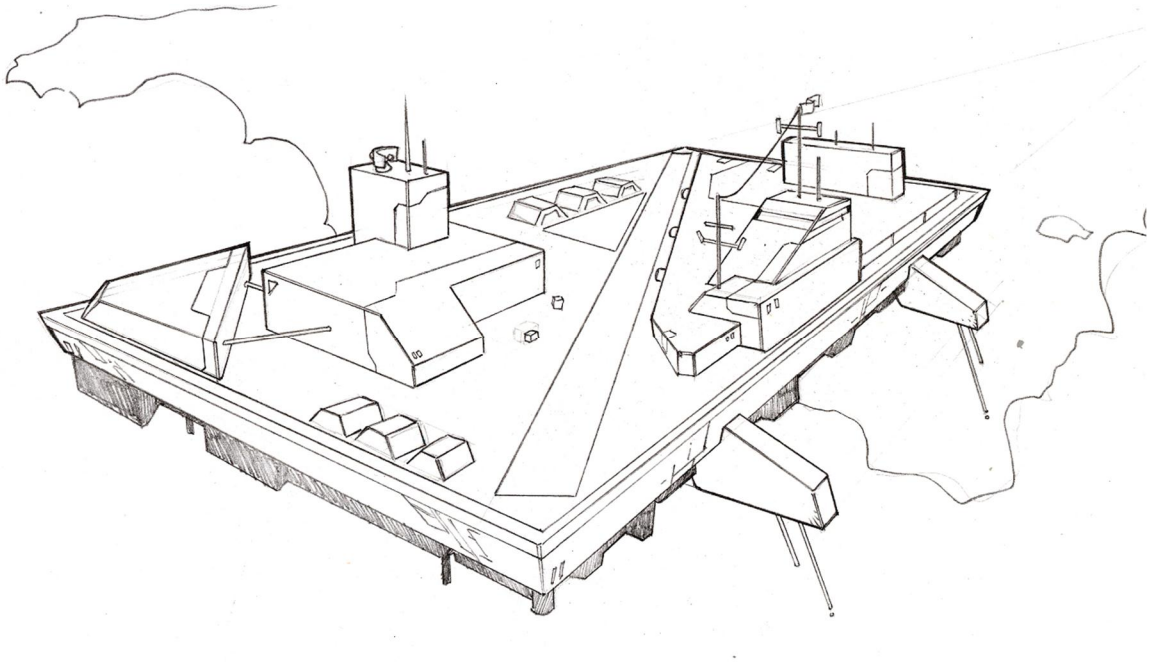
GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Collect 500 rings in 2 minutes.	500,000	500	Timer counts down from 2 minutes.
SILVER:	Tag 30 Aerobots in 3 minutes.	300,000	300	Timer counts down from 3 minutes.
GOLD:	Circle all the light houses.	600,000	300	Track player's time to complete

SILVER MEDAL CHALLENGE: Aerobots patrol areas around the islands that are difficult and often hazardous to get to. There are at least 60 Aerobots, but the player need only shoot 30 of them and then land to complete the challenge. Any additional Aerobots over the basic 30 requirement reward the player with bonus points.

GOLD MEDAL CHALLENGE: The lighthouses are all placed around the lower, most difficult tier of the islands. They are all scouring the skies with their beams by doing a 180 degree arc from left to right. The player has to circle all the lighthouses while avoiding the light beams. Once a lighthouse has been circled, a TRICKBOT is placed to let the player know that part of the goal is complete.

HANG GLIDING COURSE: HIGH ORBIT

High Orbit takes place in the stratosphere. High Orbit consists of a military facility that has been converted over into a hang gliding racecourse. The main section of High Orbit is a dense, maze-like cluster of buildings: hangers, towers, walkways, etc. A network of travel corridors are in orbit around the base winding in and out of the main hub and around the perimeter of the whole base. The base is kept in orbit by large nuclear reactors that are located beneath the base.

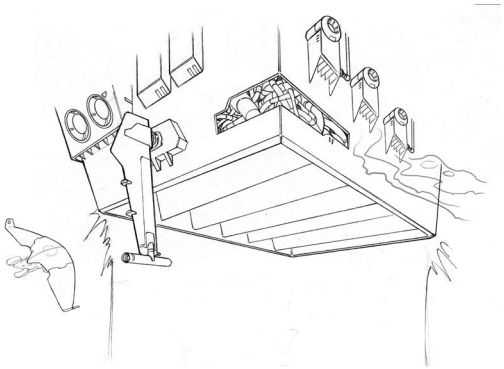


AIRSHIPS: Plying the air lanes above High Orbit are large airships which also appear in the Skyboarding Fleet Sky level. There is lots of surface area on these airships for graffiti tagging. Navigating around the airship's props and jet engines is difficult.

FORCE FIELDS: These energized, translucent panels keep the player blocked from entering specific areas They can be deactivated by performing specific tricks in front of related sensors.

GRAFFITI: Robotnik's graffiti is a cross between a digital signature composed of 0s and 1s and bar coding, all jumbled together into a uniquely sinister pastiche. If the player looks at the static graffiti too long, it will begin to animate and glow; it's the animation that causes the player to take damage. It infects the mind like a digital virus! Therefore the player needs to use the paintball gun on the Sonic Glider to cover over the graffiti before it can begin to animate.

NUCLEAR VENTS: Powerful nuclear generators on the underside of High Orbit keep the entire complex in orbit. The actual nuclear engines must be avoided while the vents can be navigated, but only when they are shut and not emitting dangerous nuclear plumes. When the nuclear vents are active, colorful, radioactive particles are emitted in arcing plume-like clouds.



HIGH ORBIT COURSE 1:

The first High Orbit course takes place at sunset. To one side of the course, the sun can be setting and pulling the last, dark, red light of day with it over the horizon. On the other side of the course, the level's close proximity to the outer atmosphere gives a brilliant view of thousands of stars twinkling in the heavens. This course is laid out horizontally at a slight tilt.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Get all checkpoints in the Grand Orbital loop.	500,000	500	Track player's time to complete
SILVER:	Score 1,000,000 points in 2 minutes.	1,000,000	200	Timer counts down from 2 minutes.
GOLD:	Collect 500 rings in the Zero Gravity Zone.	500,000	500	Track player's time to complete

BRASS MEDAL CHALLENGE: The Grand Orbital loop runs a circuit around the entire course. Each segment of the loop contains numerous current generators which keep non-motorized traffic moving through the loop.

GOLD MEDAL CHALLENGE: The Zero Gravity Zone exists at the center of the course. It's a large chamber that houses a magnetic coil. The magnetic coil causes the interior of the chamber to lose gravity and produce a free fall effect. Rings orbit the coil and are also found in tunnel-like support structures that are oriented on the interior wall.

HIGH ORBIT COURSE 2:

The second High Orbit course takes place at sunrise. To one side of the course is the dim twinkling of night with a pale moon resting about a violet sky. To the other side of the course are the first rays of daylight visible as a bright crescent on the horizon. This course is set up as two ring-like arrangements. One ring is placed horizontally while the other ring is placed vertically. The rings interlock with a core, hub section at the center.

GOALS:	DESCRIPTION:	SCORE:	RINGS:	TIME:
BRASS:	Collect 300 rings in 2 minutes.	300,000	300	Timer counts down from 2 minutes.
SILVER:	Outer loop checkpoints.	500,000	300	Track player's time to complete
GOLD:	Graffiti coverup.	500,000	500	Track player's time to complete

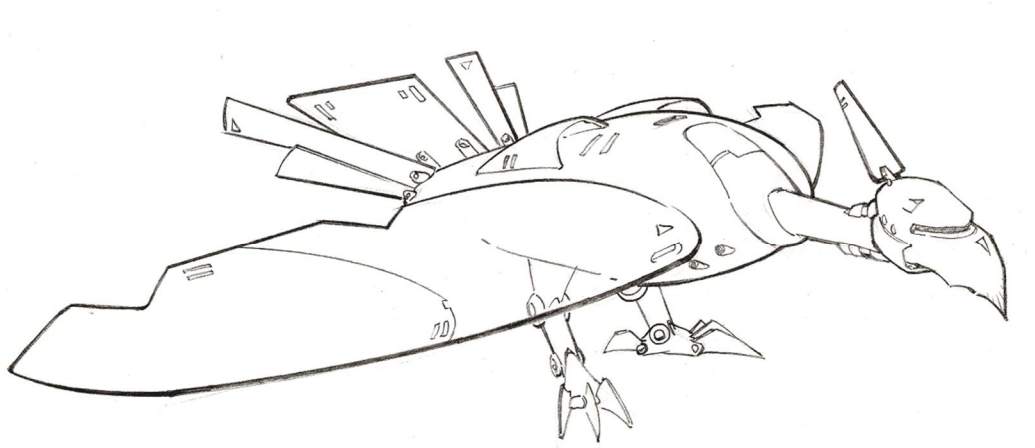
SILVER MEDAL CHALLENGE: The outer loop checkpoint describes a circuit around both sets of loops. In this version of the checkpoints, the checkpoints are located on the exterior of the loop which makes the traversal more challenging since the player is not contained.

GOLD MEDAL CHALLENGE: Robotnik's graffiti prone Tagbots are on the loose around the course tagging different areas with Robotnik's logo. The player has to use their paintball cannon to take out the squad of 10 Tagbots along with their graffiti.

EMERALD ROUND: KING VULTURE

GOALS:	DESCRIPTION:
EMERALD	Knock A Cosmic Bird Off Its Perch.

King Vulture is a robotic cross between the US military B-2 Stealth Bomber and a compact bird. The basic shape of King Vulture is geometric like the Stealth Bomber, but it has a Robotnik inspired face, retractable landing gear / claws, and variable wingspan that extends and retracts depending on the amount of speed it needs.



The round takes place in a hollow within a giant, pearly white cloud bank. This is in stark contrast to the black armor of King Vulture. Various windmills are located within the hollow providing ample opportunities for the player to catch different wind currents and stay in play. The player cannot leave the hollow because powerful centrifugal force winds whip around the perimeter.

King Vulture flies a complicated pattern around and through the hollow. When King Vulture is below the cloud cover, it is visible as an ominous shadow moving around. When it surfaces, the clouds boil up and then King Vulture flies out.

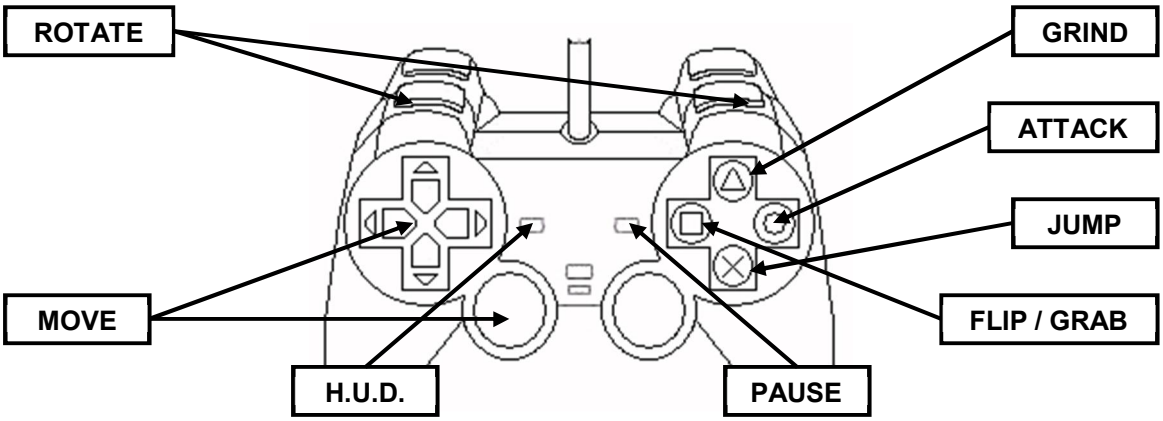
King Vulture has two attacks:

1. **SONIC BOOM:** With this maneuver, King Vulture circles around the perimeter of the hollow gradually building up speed. This burst of speed creates a wake behind it which is entirely too powerful for the player to navigate. If the player gets caught up in the current, they risk getting dashed against the perimeter and losing rings or a life.

2. **CLAWS:** King Vulture deploys its landing gear claws and makes several passes at the player trying to rip the Sonic Glider to shreds.

The player destroys King Vulture by staying aloft, avoiding dangerous wind currents, and firing the paintball cannon at the robot's eyes. Whenever King Vulture is hit directly in the eyes, it falls back under the cloud cover to recoup. After X amount of shots, King Vulture will fall out of the level completely.

CONTROLS:



CHARACTER:	MOVE:	PLAYSTATION 3:	POINT VALUE:
ALL	DIP DOWN	D-PAD / LEFT ANALOG ↑	N/A
ALL	PULL UP	D-PAD / LEFT ANALOG ↓	N/A
ALL	BANK LEFT	D-PAD / LEFT ANALOG ←	N/A
ALL	BANK RIGHT	D-PAD / LEFT ANALOG →	N/A
ALL	ACCELERATE (RETRACT) WINGS	ف BUTTON + ↓	N/A
ALL	BRAKE (EXTEND WINGS)	ف BUTTON + ↑	N/A
ALL	SPIRAL	O + ↑	N/A
ALL	BARREL ROLL, LEFT	O + ← or L1 SHOULDER TRIGGER	N/A
ALL	BARREL ROLL, RIGHT	O + → or R1 SHOULDER TRIGGER	N/A
ALL	SHOOT (IN TRAPSHOOT MODE)	X BUTTON	X POINTS
ALL	SKITCH	p	X POINTS
KNUCKLES	SP ROLL: SAYONARA	Δ BUTTON + R2	X POINTS
KNUCKLES	SP DIVE: JACK KNIFE	ف BUTTON + R2	X POINTS
KNUCKLES	SP TRICK I: IMMELMAN TURN	Δ BUTTON + R1	X POINTS/SEC
KNUCKLES	SP TRICK II: ½ CUBAN EIGHT	ف BUTTON + R1	X POINTS/SEC
BIG	SP ROLL: DEADMAN'S CURVE	Δ BUTTON + R2	X POINTS
BIG	SP DIVE: FALLAWAY	ف BUTTON + R2	X POINTS
BIG	SP TRICK I: HAMMERHEAD STALL	Δ BUTTON + R1	X POINTS/SEC
BIG	SP TRICK II: INVERTED FLIGHT	ف BUTTON + R1	X POINTS/SEC
VECTOR	SP ROLL: WING-BREAKER	Δ BUTTON + R2	X POINTS
VECTOR	SP DIVE: HIT THE DECK	ف BUTTON + R2	X POINTS
VECTOR	SP TRICK I: KNIFE EDGE	Δ BUTTON + R1	X POINTS/SEC
VECTOR	SP TRICK II: LOOP MANEUVER	ف BUTTON + R1	X POINTS/SEC
OMEGA	SP ROLL: SNAP 'N ROLL	Δ BUTTON + R2	X POINTS
OMEGA	SP DIVE: GAUGE CRUSHER	ف BUTTON + R2	X POINTS
OMEGA	SP TRICK I: SLOW ROLL	Δ BUTTON + R1	X POINTS/SEC
OMEGA	SP TRICK II: SPLIT "S" MANEUVER	ف BUTTON + R1	X POINTS/SEC

MOVEMENT: Pushing forward on the control will cause the glider to dip down. Pulling back will raise the nose. Left and right will cause a sweeping turn to the left or right which can either be sharp (if the glider is moving fast) or sweeping (if the glider is moving slowly).

ACCELERATE (RETRACT WINGS): In this move, the glider wings swing back giving it a sleeker profile and more speed.

BRAKE (EXTEND WINGS): In this move, the glider wings swing out giving it a wider profile, more lift, and a slower speed.

SPIRAL: Hitting the O button and forward will do a spiral maneuver which puts the player's glider into a spin. This can be used just to get points or to spin the glider to get through different spaces.

BARREL ROLL LEFT / RIGHT: Same as the spiral, but also provides lateral movement. Good for evading obstacles and other game elements while flying straight.

SHOOT: If the player is in a trapshoot round, pressing the X button will fire off one projectile.

SKITCH: The skitch move in hang gliding acts a little differently than the board based sports. If the player uses the skitch move near air traffic (birds or planes), they become attached to that traffic's path. While on that path, the player has to perform moves that match the path or they will detach. If the player presses the skitch button while already engaged on a path, they will manually disconnect.

ENEMIES:

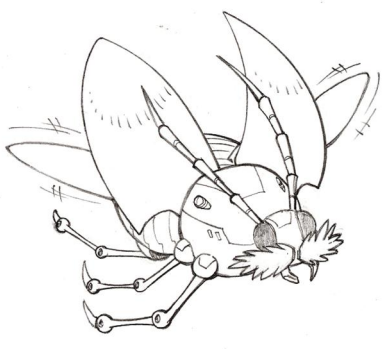
Since this game is all about speed and pulling off tricky maneuvers, the enemies must not act as obstacles to the flow of the game. Enemies will be spawned away from the player and then introduced into the gameplay area via prescripted routes and behaviors. This will cut down on situations where the player's progress is hampered by enemies.

AEROBOTS: These small ladybug-looking robots fly around in preset patterns. When the player is within range, they will break off their pattern and try to ram the player. If the player can tag them with the Sonic Glider's paintball cannon, then they drop out of the sky harmlessly.

FLYING PUFFLEFISH: This is a creature that is shaped like a winged version of the aquatic puffer fish. This fish will loiter around the Sonic Glider, seemingly innocuous. When the player moves toward a beneficial air current to gain altitude, the Flying Pufflefish zooms ahead to attempt to suck the current into itself. It seems the Pufflefish lives off of beneficial air currents! The player must neutralize the Pufflefish before it arrives at the air current.

MAGNETIC SENTRY: Magnetic Sentries are attracted to the magnetic properties of the Hoverboard. If the player is within the same range of a Sentry as a normal ring, the Sentry will activate and start to follow them until the player is out of range. If the player has the AURA powerup, the activation range of the Sentry will match the increased radius of ring attraction. Magnetic Sentries are similar in appearance to depth charges; round, dark, and spiked. A low profile head is fixed on top with a thin groove where the eyes are. When the Magnetic Sentry is active, its eyes will flash red. The Magnetic Sentry is the size of the player. Some Sentries are static (waiting in place) while other patrol routes within the course.

MECHABATS: Flocks of tiny Mechabats which are roughly half the size of the player. They flock in tight groups of 5 to 6. If they hit the player, the player will take damage. The player must initiate an attack to destroy them and pass through.

RUMBLE CLOUDS: These small, dark, puffy clouds separate from a main cloud mass. The clouds broadcast their malevolence to the player by constantly crackling with localized lightning bolts (like sparks illuminating the inside of a hot air balloon) and with little rolls of thunder that cascade around inside the main cloud masses. Rumble Clouds attempt to position themselves above and ahead of the player. If they're successful, they drop torrents of rain and a huge downdraft on the Sonic Glider, forcing it to lose altitude quickly. The player can defend themselves by moving quickly away from the Rumble Cloud until it tires of the encounter and moves back into a nearby cloud mass.

TAGBOTS: Robotnik has developed devious robots that levitate around Taurus City spraying various building and airship surfaces with deadly mind-bending graffiti. After neutralizing the 'bot's graffiti, the player must chase down the Tagbot itself and neutralize it with their paintball guns. Failure to do so means that the 'bot will continue spreading mayhem. If unchecked, Tagbots can also circle around behind the player making it necessary for the player to retrace their own route in pursuit of the pesky 'bot.